IMPERIAL ARMOUR

VOLUME SEVEN

THE SIEGE OF VRAKS - PART THREE

WARHAMMER

"a darker world is not far from us..."
– Inquisitor Lord Thor Malkin

And behold, a Daemon Lord comes in the full panoply of battle. At his passing the very stones scream their hate to the uncaring heavens and the sky weeps tears of blood. He hunts the enemies of his master, for his meat is mortal flesh and his wine mortal souls.

At his left hand moans a Daemon, bound to the shape of a great axe. Its songs of blood and hatred echo forth, and fill the skies with a noise that stirs even the long dead. At his left stands lesser daemons, huntsmen all and straining at the leashes are the hounds. They feast upon the shades and spirits they have harried, throwing morsels of innocence to each other, so that all may sample the sweetest meat.

Behind him await the legions of his master, arrayed in armour, graven and unholy, brass shining like the sun, redder than blood, yet darker than midnight. Each holds a shrieking sword, each shrieks in disharmony with his blade, each joins the chorus of Chaos, a promise of worse than death for those that hear it and do not run. Beneath their feet the earth writhes, as if to escape their presence.

Behold a Daemon Lord comes, the Deathbringer Unbound, and we are all doomed...

Prophesies of Malphius the Seer – Readings on the fate of Vraks.
– Transcribed into the eighth volume of the Codex Daemonica
on the Orders of Inquisitor Lord Hector Rex

GAMES WORKSHOP

Forge World

THE SIEGE OF VRAKS

Veteran Brother Pawel, MkIV Dreadnought of the Red Scorpions Chapter.

CHAPTER THIRTEEN
CLOSING THE RING

"But to wrestle with the Daemon and emerge from the battle unscathed, we must maintain Purity of Purpose.
We must each conquer ourselves in order to win a thousand battles."

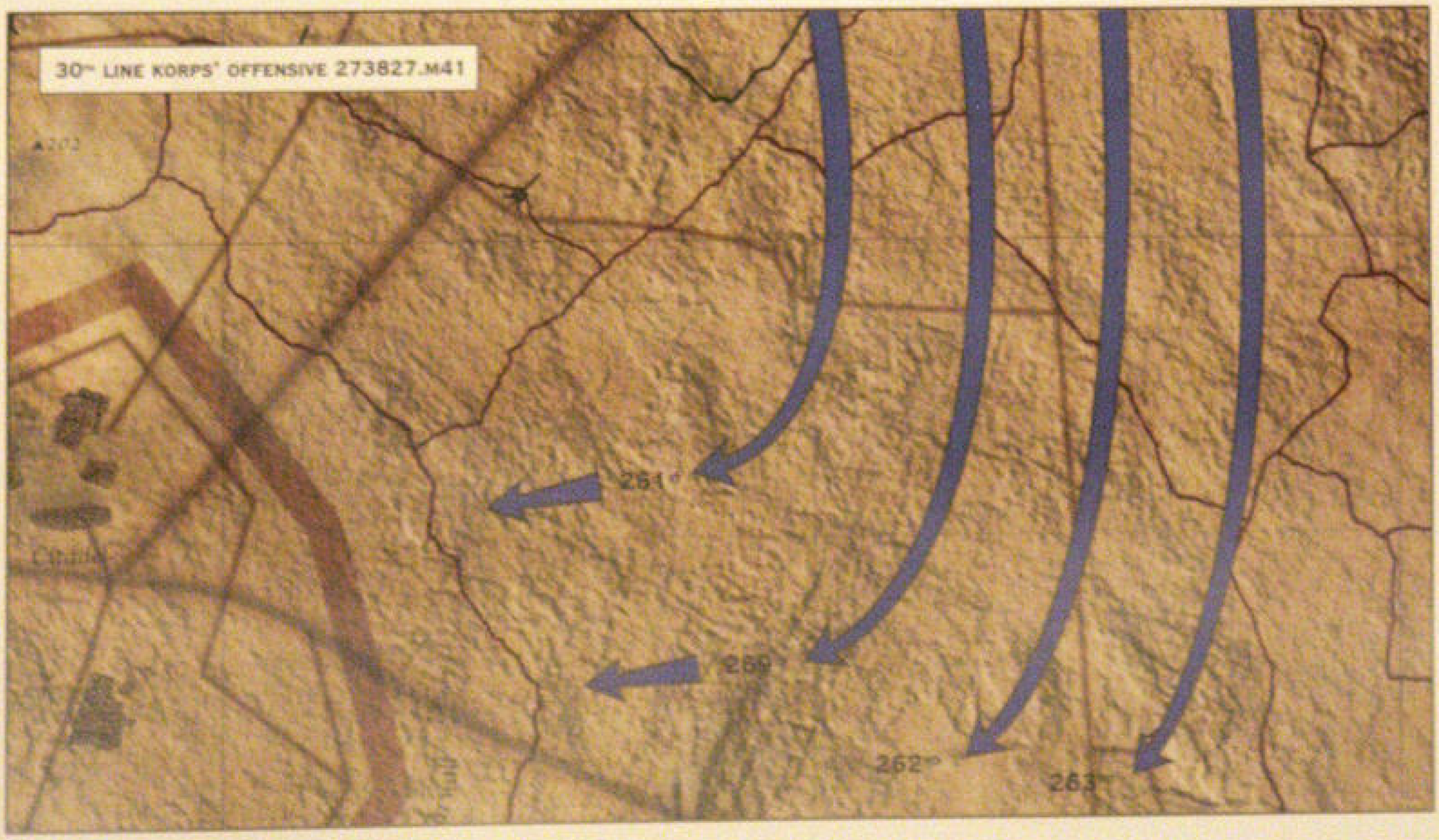
Brother Captain Stern of the Grey Knights,
prior to the Cleansing of Vraks

At 101827.M41 the fast strike cruiser *Honour-Amentum* arrived in the Vraks system, speeding into orbit directly from its home base on Titan. Amongst the swiftest vessels in the Imperium's fleet, heavily armed for its size and equipped with enough powerful teleportation chambers to allow multiple squads to teleport to the surface at once, the Grey Knights strike cruiser was the cutting edge of the Imperium's fleet, and only available to the Ordo Malleus' elite Chapter. Each ship's navigator was the best the Navis Nobilis houses could provide, tied to the Grey Knights by ancient pacts signed when the Chapter was founded. These strange mutants could find their way through the Warp by instinct and make longer warp-jumps than any other, guiding vessels safely through the unpredictable currents of the Immaterium. With their aid a Grey Knights strike force could speed to any location in the galaxy faster then any other forces available to the Imperium. Now the first of the Daemon Hunters had arrived in Vraks system under the command of Brother Captain Stern.

The first major tactical problem the Inquisitor Lord and his newly emplaced staff had to tackle was no different from that which Marshall Kagori had already been wrestling with. One look at the strategic holo-map would show even a first year student of an officer cadet training academy that the siege could not be completed whilst the eastern flank remained wide open. The encirclement of the citadel was incomplete and whilst it remained so the enemy would have an escape route. Even the capture of the Citadel might not see the war end if the enemy could withdraw to fight again another day. Also, the current position meant that 30th line korps was tied down having to act as a rear guard to the 1st line korps against attack from behind. Useful regiments and guns were being tied down on the defensive.

Inquisitor Lord Rex gave orders that the ring was to be sealed. The four regiments of the 30th line korps would be ordered to go on the offensive and attack in echelon, with the northern 263rd regiment first, followed in turn by the 262nd, 269th and finally the 261st regiment in the south. They were to swing round, pushing southward then south-westward to close the ring about the Citadel by meeting up with the 308th regiment in sector 57-44, where they were the southern-most unit in the front currently held by the 34th line korps. The offensive should swing like a door hinged upon the 1st line korps' positions. From the north this offensive would have over sixty kilometres to cover, and from the reports of Death Rider patrols, Nurgle warbands and their allies were still infesting the entire area. In order to hasten the attack, the 7th and 11th tank regiments were ordered to attach themselves to the 30th line korps, becoming the armoured fist that would conduct the left hook and smash through the enemy.

It would take time to get organised for the offensive, but for the time being it was to be the priority for 88th army's staff. The other regiments were told to hold their positions and conduct nothing



Above: The ring of steel closes. Krieg heavy armour and Reaver Titans continue the remorsless advance towards Vraks' Citadel.

The reviled Sorcerer of Nurgle Necrosius, the Master of the Apostles of Contagion, also known as the Hand of Nurgle. Following the Vraksian war his whereabouts are unknown.

the regiments of the 11th assault korps that had assisted the drive could now be withdrawn for refit and redeployment. 11th assault korps would now be moved to support the 1st line korps' offensive, whilst the 8th assault korps was already in place to assist the 46th line korps operation to capture point 202. Both attacks would begin at 400827.M41, and again both attacks would be led by Lord Rex's fellow Inquisitors.

The need to completely refit the 7th and 11th tank regiments caused the 1st korps to delay the offensive, but at 400827.M41 the 46th line korps began their assault alone. Along a fifteen kilometre front, the korps' three regiments went into action. The 468th regiment faced the greatest difficulty. Their sector saw them climbing the northern slopes of a range of low hills. At the southern most tip of this range, once a string of volcanoes, stood the Citadel. The regiment's first objective was seizing the highpoint 187, the next was to tackle a series of three defence laser silos, all hardened facilities, well protected from artillery bombardment. Then would come the short climb over difficult terrain to claim point 202. From this position they would be overlooking the curtain wall.

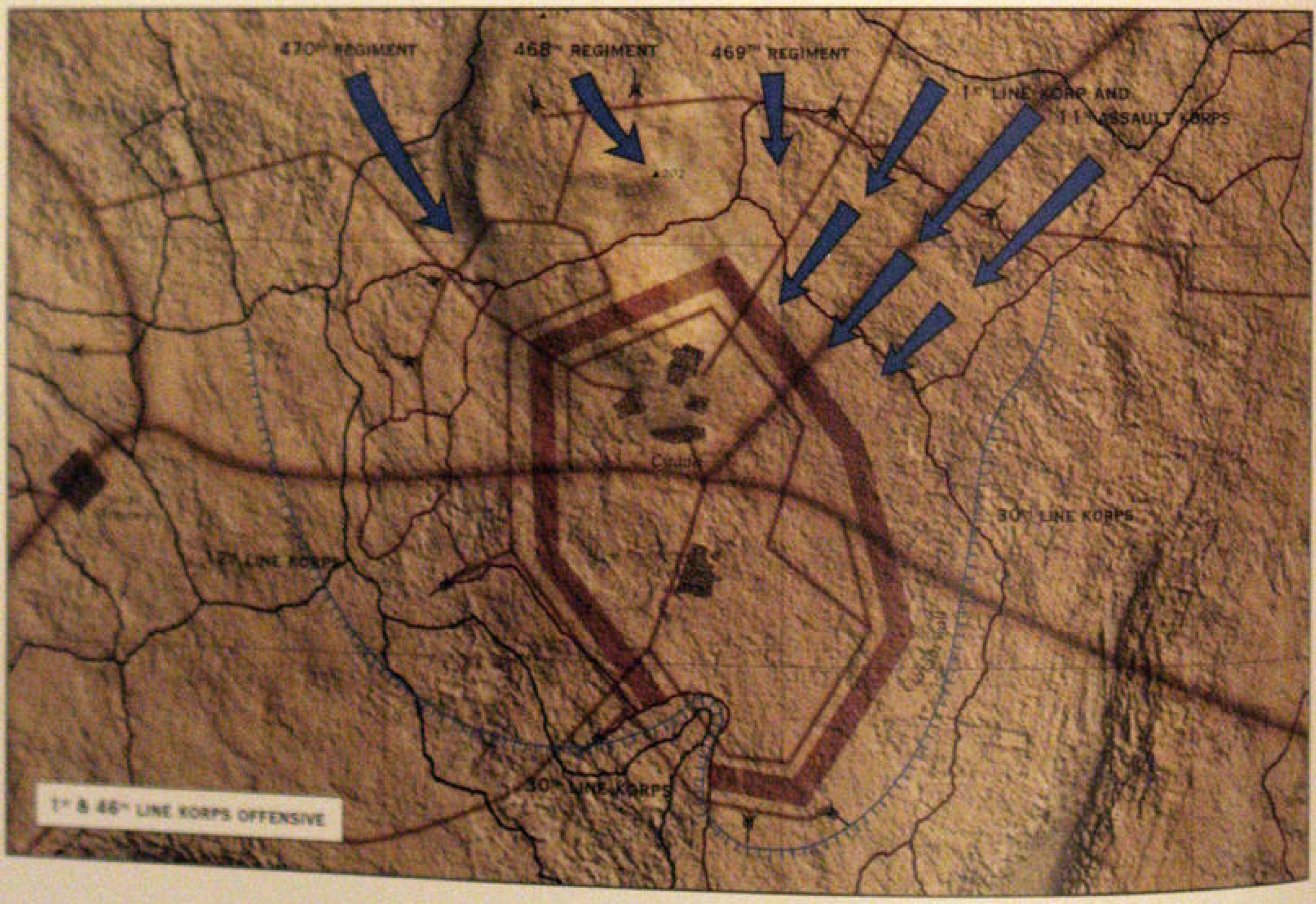
On the right of the offensive the 470th regiment had a longer distance to advance, although over easier terrain, but two lines of enemy trenches blocked the way and would have to be stormed before they reached the curtain wall. With 8th assault korps in support, approximately 350 tanks were ready to join the advance, along with 30 heavy tanks. Should they be needed, the Titans of Legio Astorum were also on standby to join the push.

In preparation for the attack the engineers in each regiment's sector had been hard at work undermining the enemy. The first day of the battle would see engineer companies detonate their pre-positioned mines and use their sap trenches to break out behind identified enemy strongpoints.

As teeming rain fell from the lead grey skies, the lead companies of the 468th regiment began to climb. After a few hours of combat, all along the line the advance had been checked by the enemy holding hidden strongpoints dug deep into the rising ground, each with commanding views of the advance. Bullets and shells fell upon the advancing guardsmen like gusts of lethal hail. Many of the following companies had been chopped to pieces by artillery fire from guns hidden safely beyond the curtain wall.

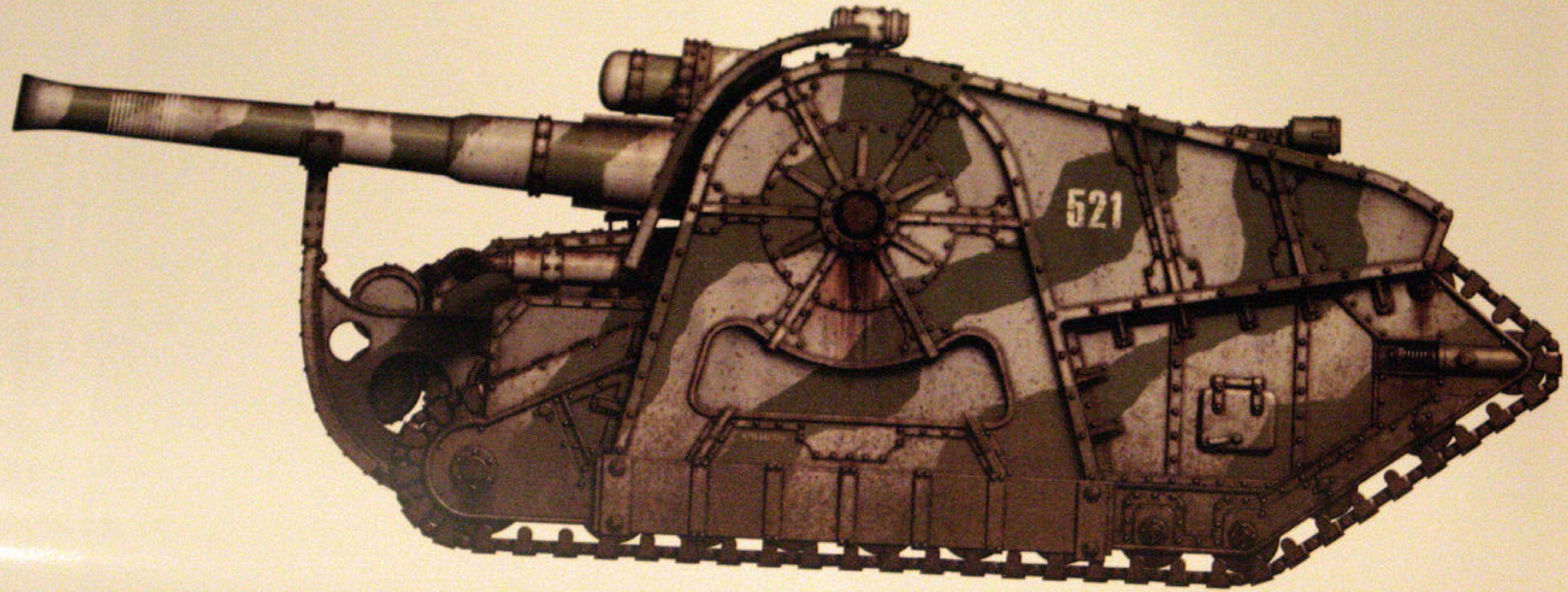
To aid the movement of the tanks to support the attack, the 109th engineer company had been ordered to construct a temporary roadway. Moving up behind the initial assault waves, the engineers had worked all day under shellfire to blast away rocks and clear a path over which a temporary surface could be laid for the waiting armour. Their construction work's progress was painfully slow, and without the tanks to suppress the enemy gun pits, the infantry could do little but die. The 468th regiment's advance to point 202 would be another long and bitter slog.

On the left flank of the korps' attack, the 470th regiment preceded their own advance with a valiant charge of seven Death Rider companies. Hoping to catch the enemy unprepared with a swift cavalry charge, the Death Rider squadrons gathered behind the forward trenches before moving up to their departure line. With parade ground efficiency the 450 men and mounts set off at a canter, striking directly along the service road. There was no preliminary bombardment to soften up the enemy, as it was felt that the artillery would do little to move the enemy and only warn them of an impending attack. The charge was all about surprise. It had some success, breaking through along the service road, some squadrons

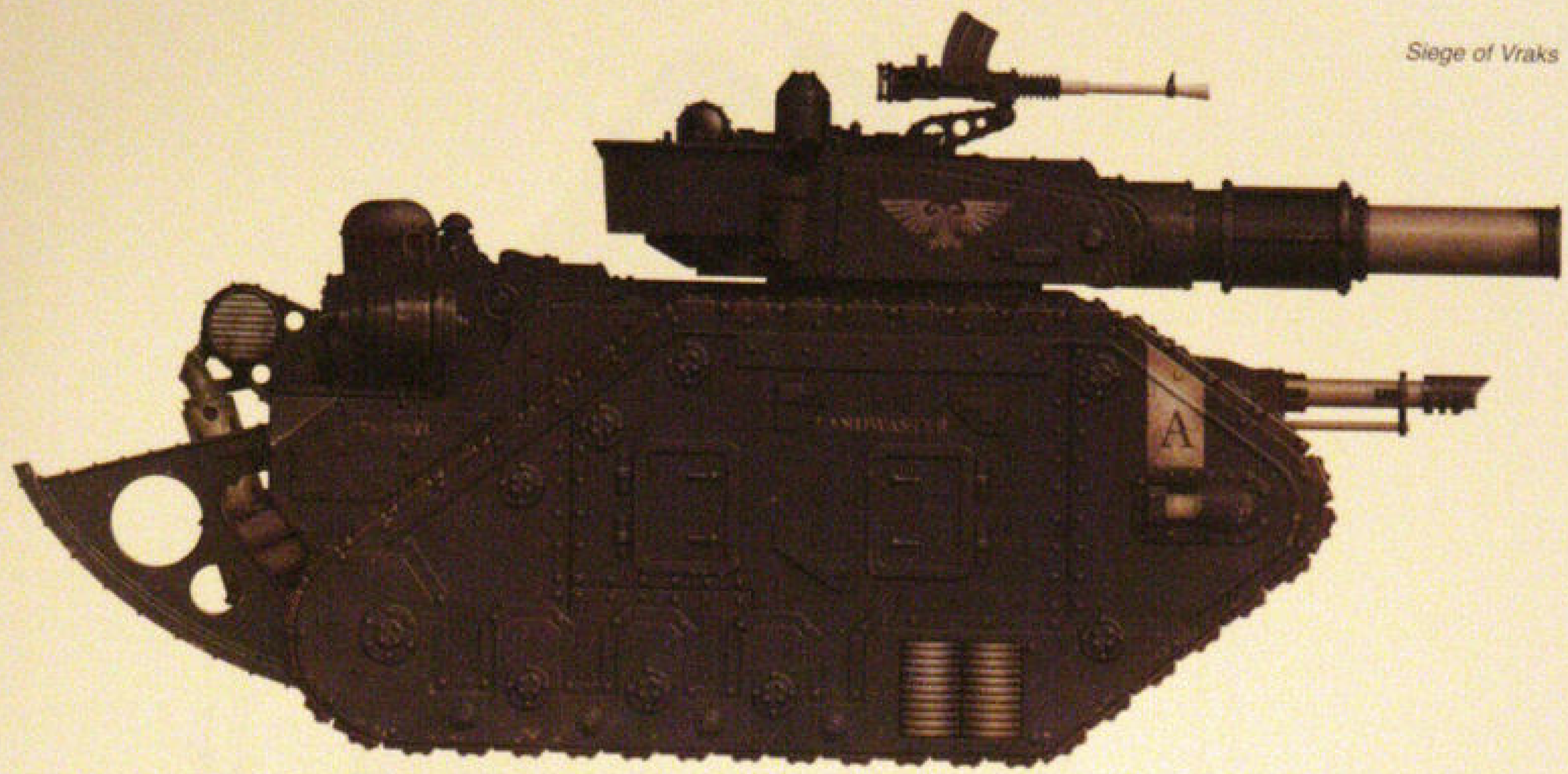


Top: Leman Russ of the 262nd siege regiment begin their drive south.

Above: The corrupted face of the enemy. The 34th line korps' offensive fought Nurgle spawned horrors for eight days as they attempted to close the ring about Vraks' Citadel.

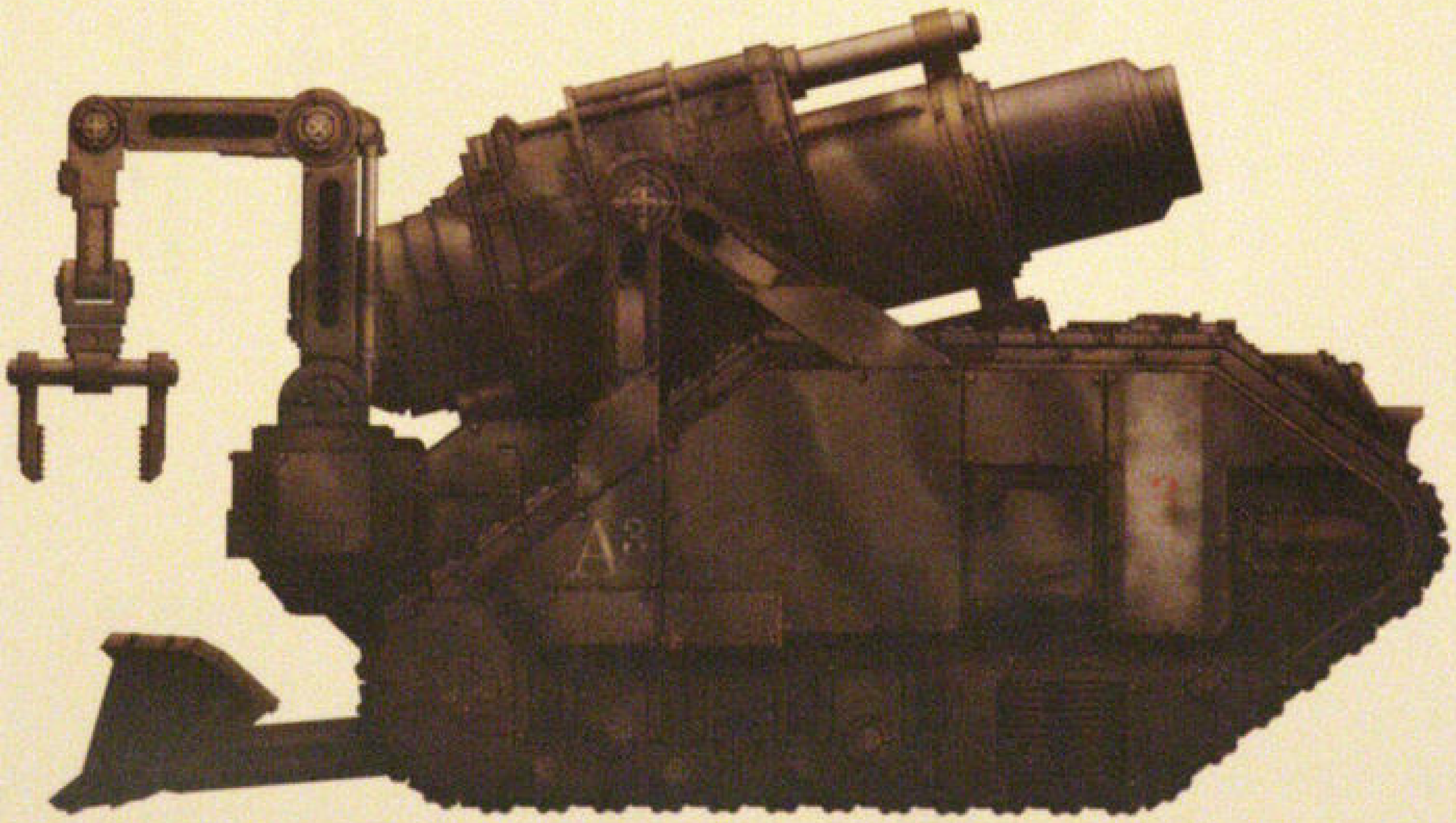


Minotaur super-heavy artillery. This vehicle was captured in sector 57-44 by the 308th siege regiment. After purification it was returned to service with one of the regiment's artillery companies.

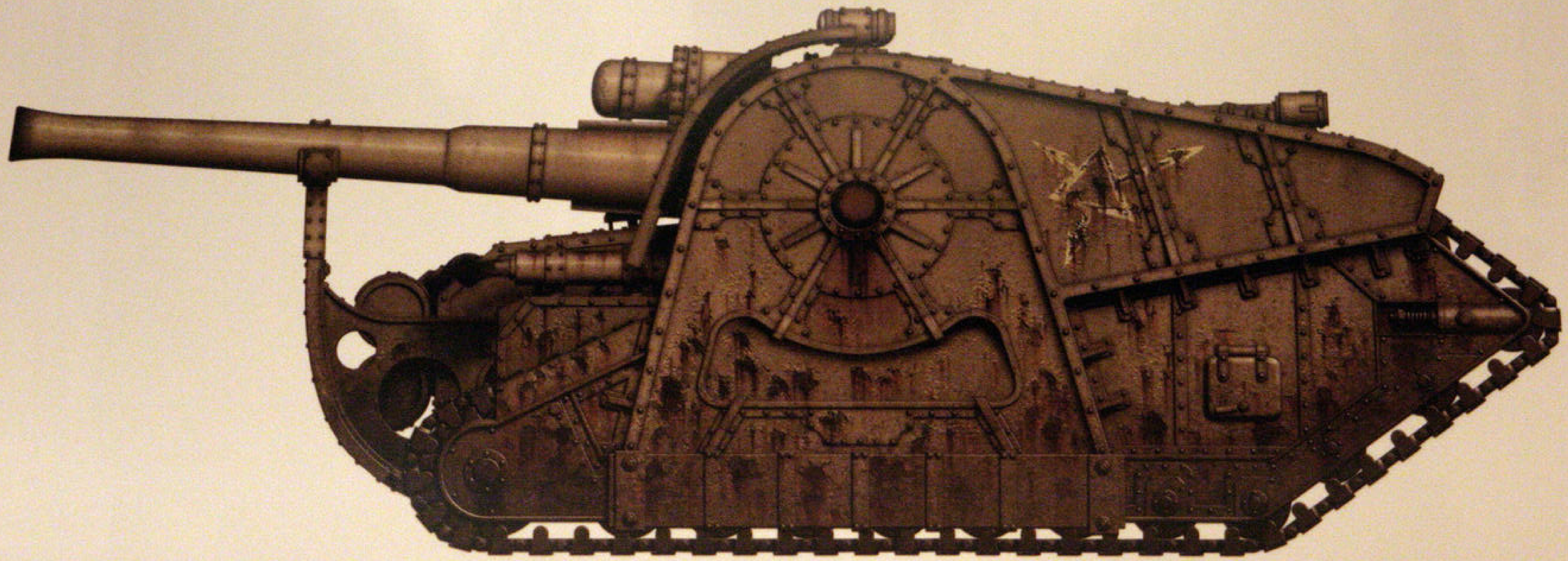


Leman Russ of Commissar-General Maugh, destroyed during the Battle for Gate 579-459.

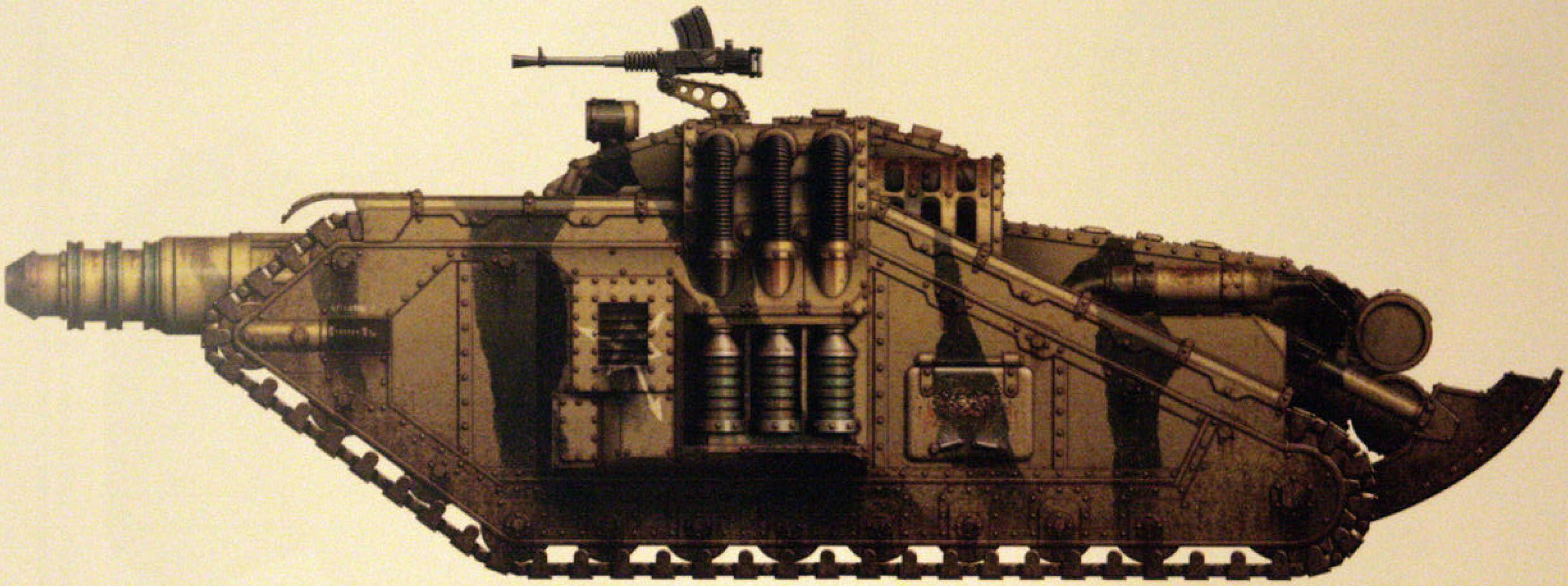
Centaur tow and heavy mortar of the 71st heavy mortar company.



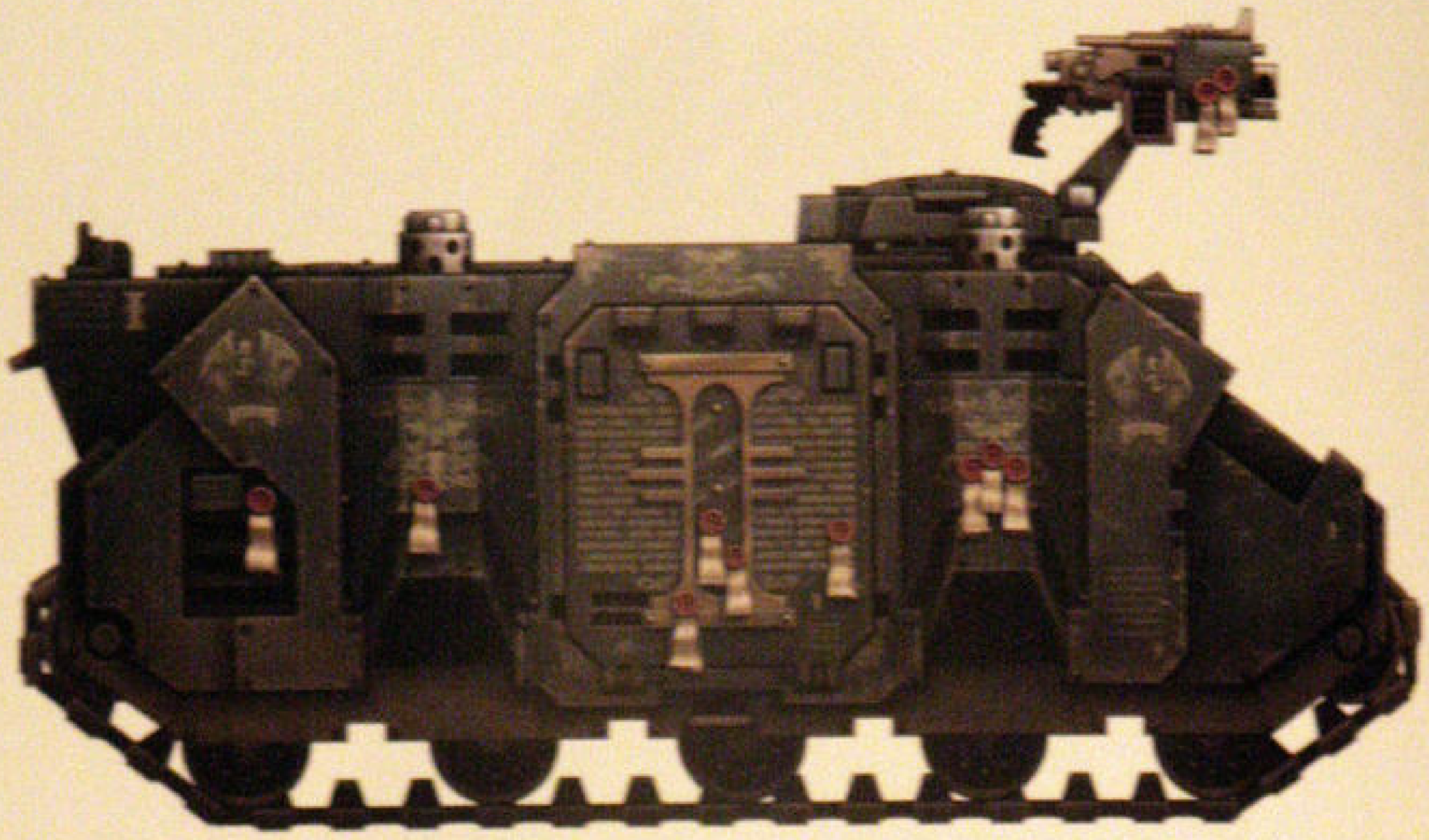
Bombard heavy siege mortar of A battery, 3rd seige artillery regiment.
Note the heavy corrosion after the vehicle's long deployment on Vraks.



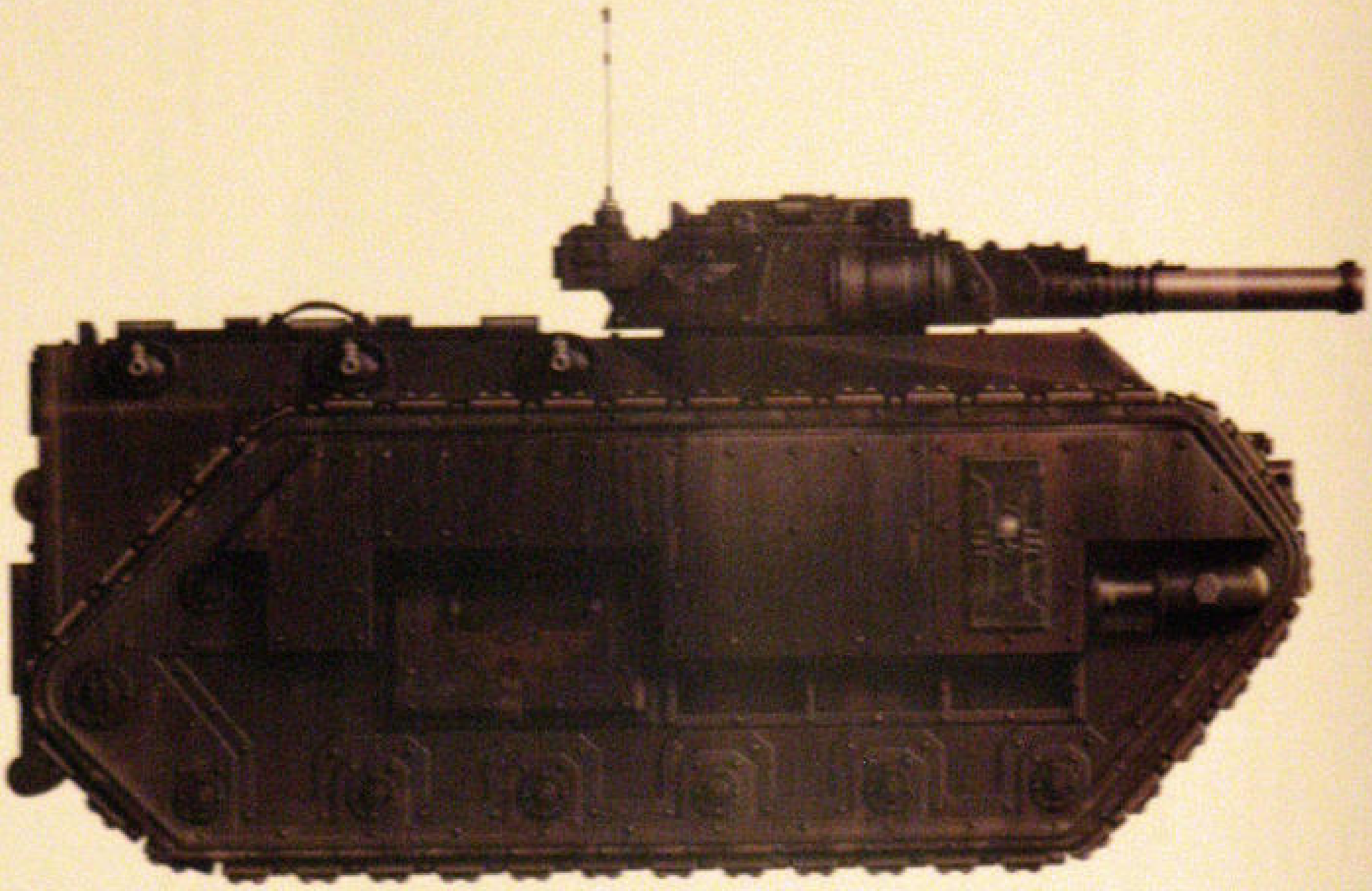
Minotaur super-heavy artillery. This renegade vehicle, dedicated to the service of Nurgle, was destroyed by counter-battery fire by artillery of the 269th siege regiment.



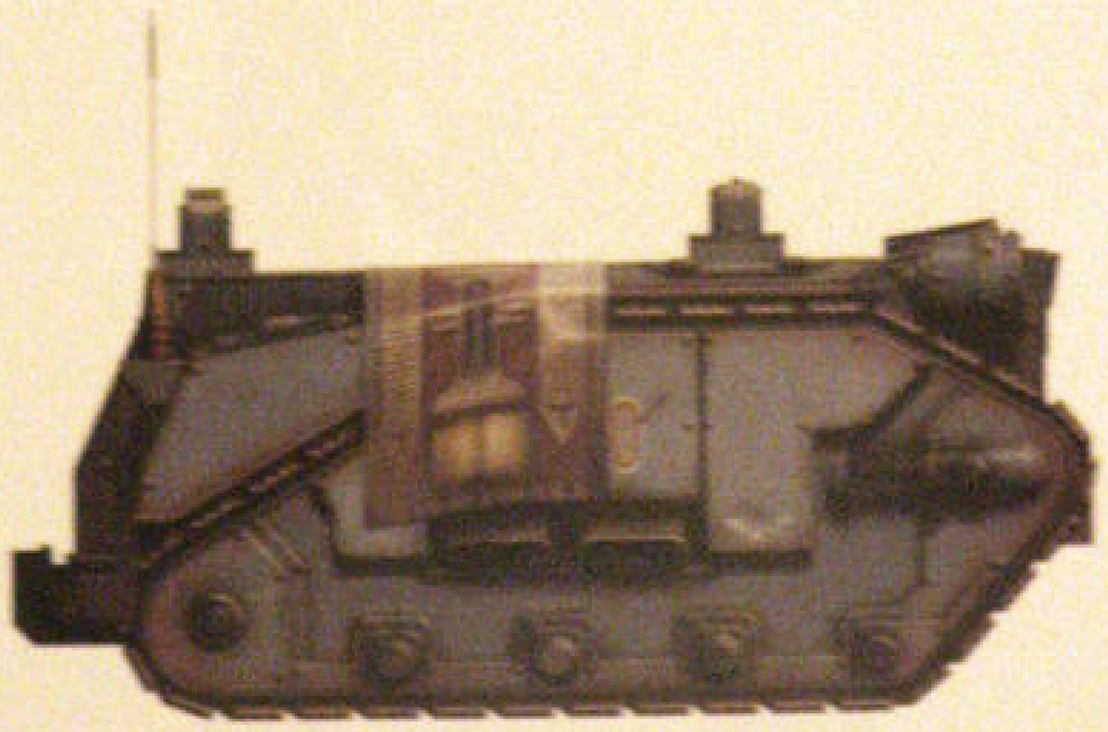
Valdor tank hunter. A rarely encountered vehicle, armed with the dangerously tempremental Neutron laser. As the Krieg forces closed in, more Valdors were encountered – the last remnants of Vraks' dwindling armoury.



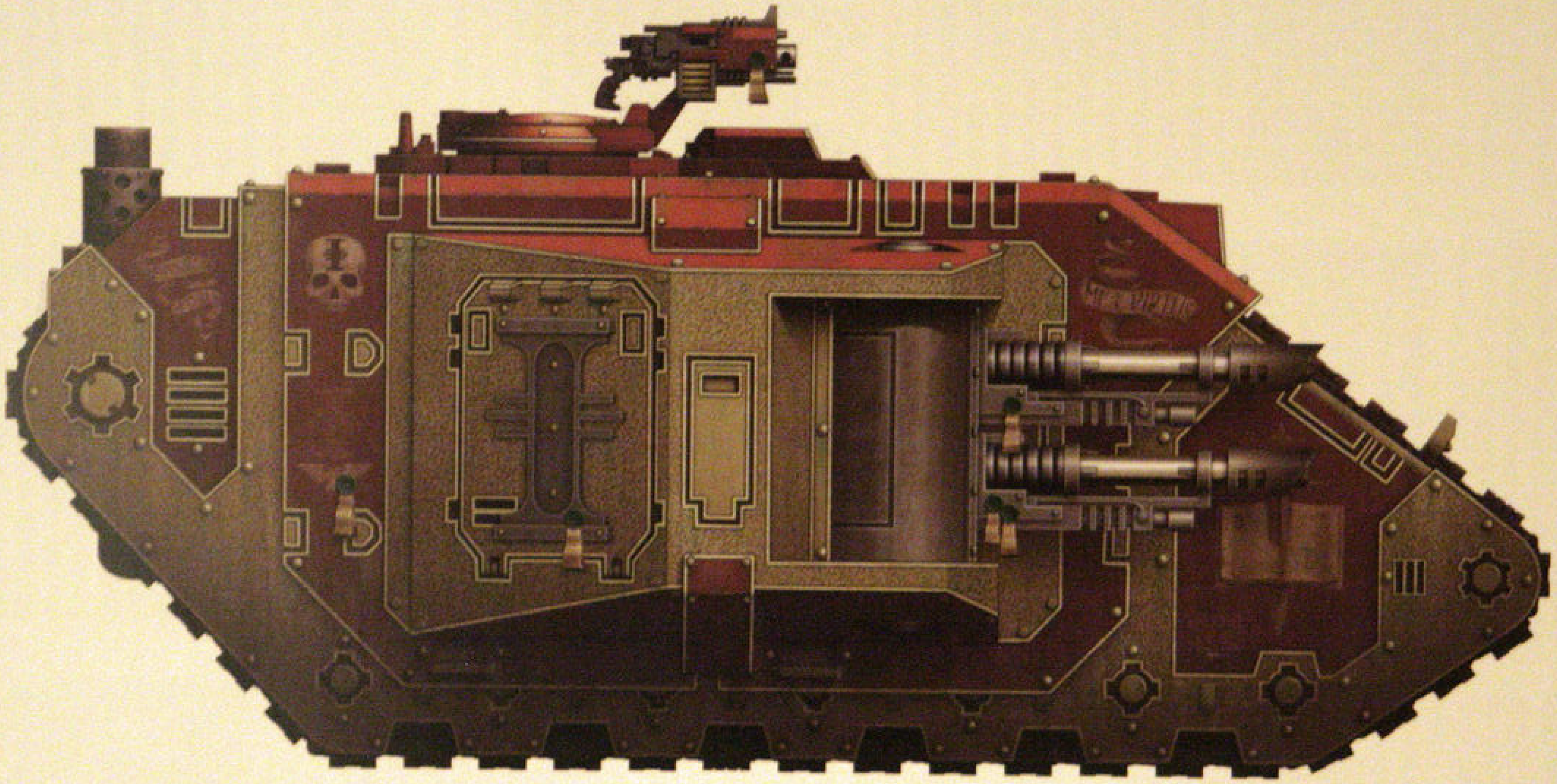
Rhino transport of Ordo Malleus Inquisitor Vokes during the Assault on Armoury 59-44.



Chimera transport of the Inqusitorial Storm Trooper squad.



Centaur inducted into Inquisitorial service as a transport for a Grenadier squad.
Here, the addition of an Inquisitorial banner signifies the unit is now directly under an Inquisitor's command.



Mae Virtus, the highly ornate personal Land Raider of Inquisitor Lord Thor Malkin. Such vehicles are regarded as valuable artifacts, signs of faith in the Emperor and advertise the Inquisition's presence.

Underground Operations

As the cauldron of pitiless war boiled about the walls of the Citadel above, the engineers were pressing ever deeper towards their objective. Just as above ground, the fighting was bitter and progress slow, but there was progress. Tunnels were approaching the Citadel from all directions, the north, east, south and west. The enemy counter-mined but did not have the vast resources that the Krieg engineers had at their disposal – drilling machinery, hundreds of tonnes of explosives and seemingly endless manpower to hew their way towards the objective.

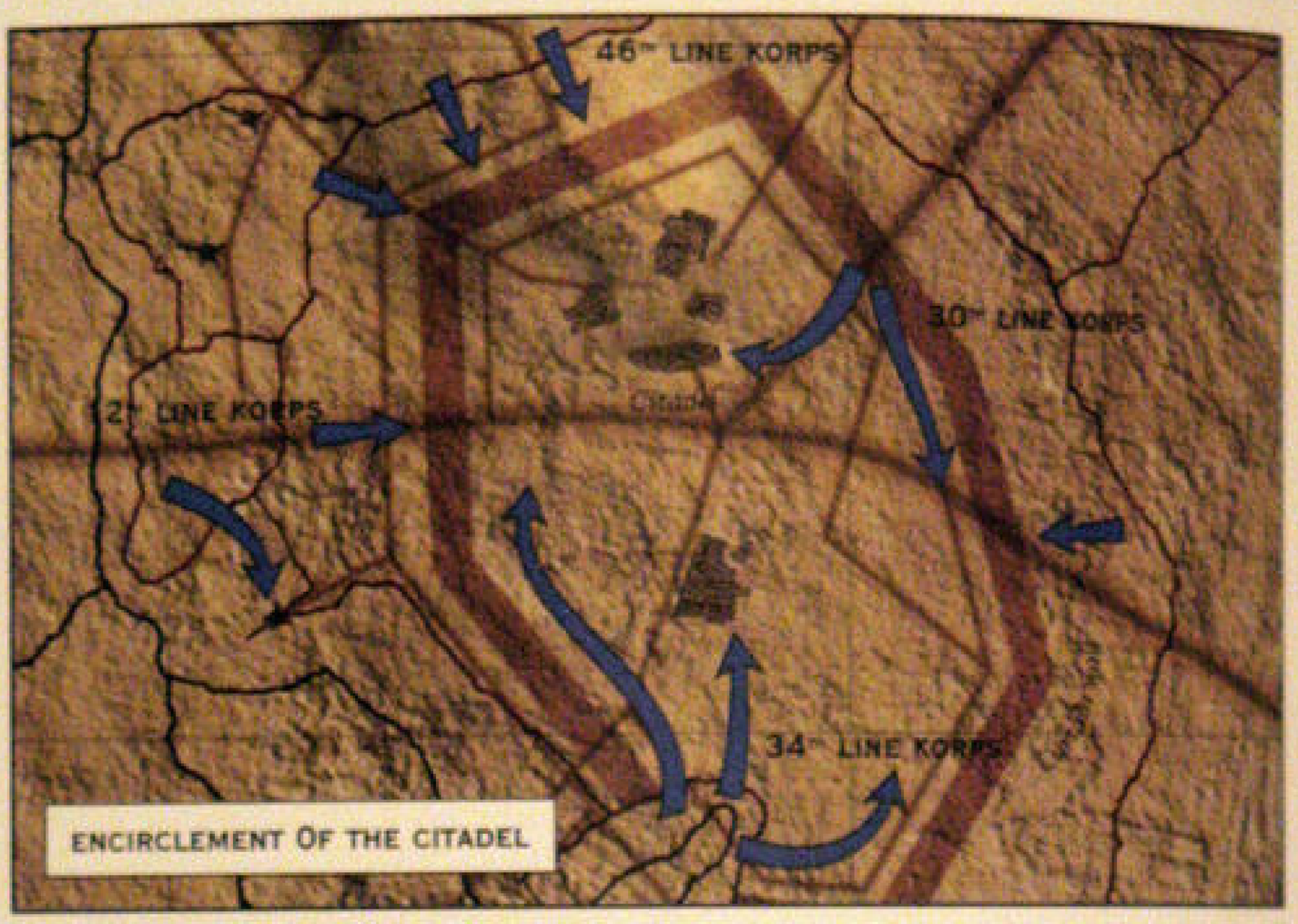
The enemy, unable to counter-mine fast enough took to unleashing beasts into the galleries and tunnels. Mutant creatures, things of slime and ooze, insane with pain and gibbering madness. Chaos Spawn and the wrecked remains of plague ridden Ogryns were all set loose inside the tunnels.

The Krieg engineers found themselves facing nightmarish creatures – spawned for cruel sport by the enemy and carelessly wasted. Shotgun blasts and krak grenades brought the creatures down, but each skirmish delayed the digging and cost more lives.

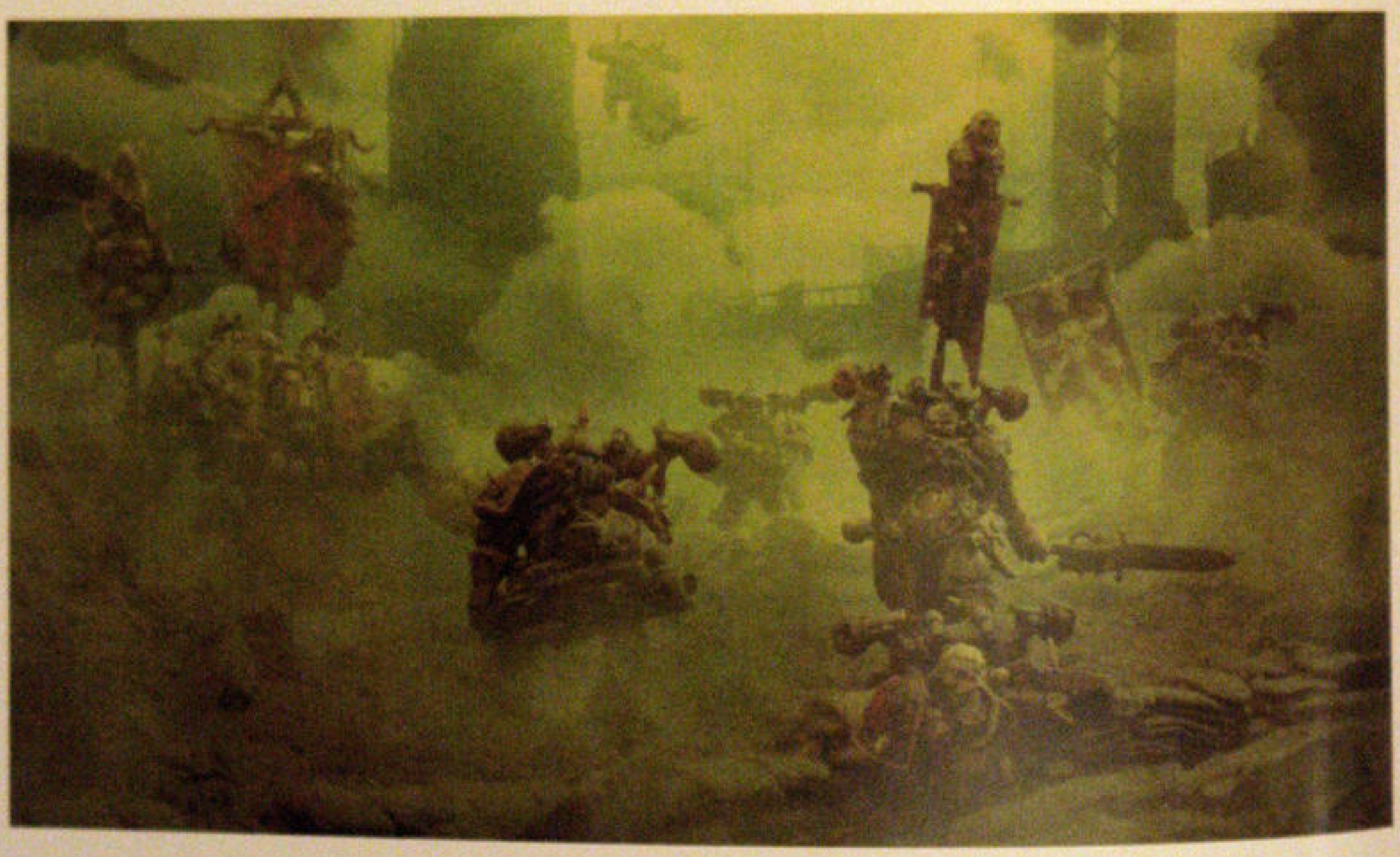
Inquisitor Rex interrogated the engineers' commanders over progress and urged them to push onwards. The battle above ground was eating men and machines faster than a voracious Tyranid. Already whole regiments had been smashed apart in the repeated assaults. A break-in from below could well be the best way into the Vraks Citadel. Still the engineer commanders could not predict any tunnel breaching the Citadel Undercroft for at least another six months. The wasteful battles above ground would have to continue until then, if for no other reason than to prevent the enemy from re-deploying its manpower to counter-mining.

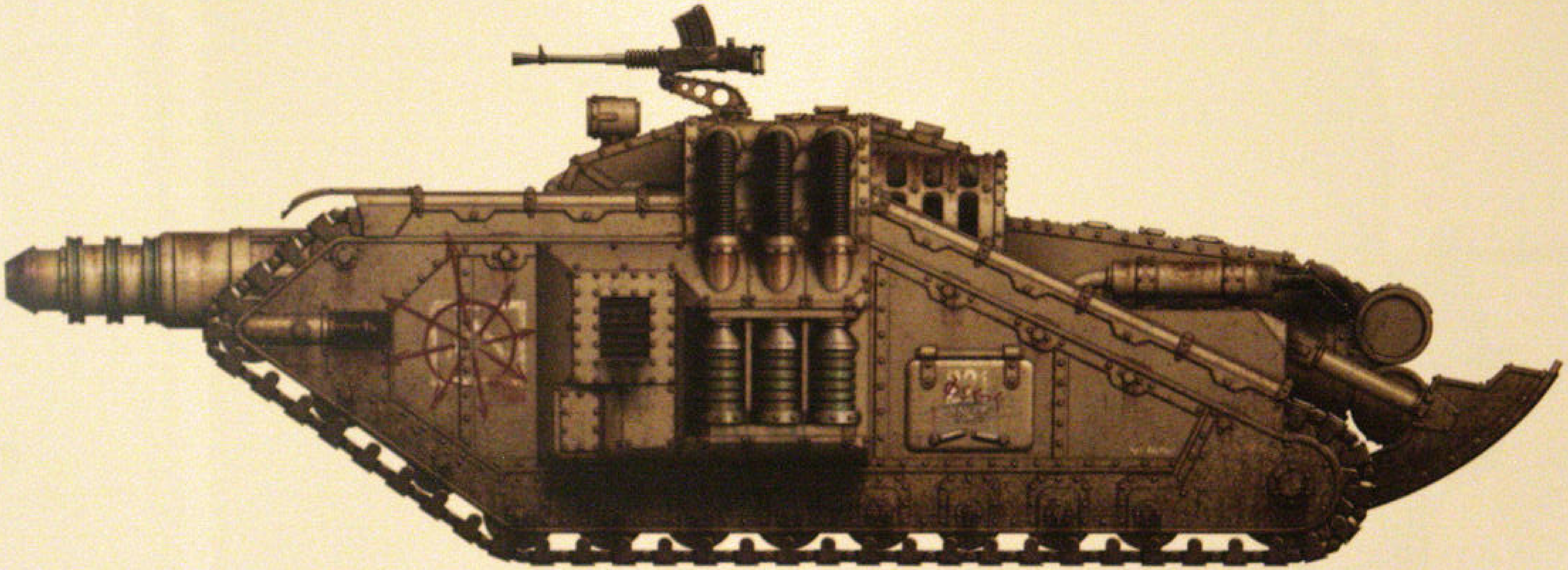
rifts were no mere accident, there was a malevolent will behind them. Surely, Cardinal Xaphan and his entourage would not yet be able to manipulate the powers of the Warp to summon Daemons, but the Chaos Space Marines warbands could. Inquisitor Rex requested that his old mentor, Inquisitor Lord Malkin set about discovering who or what was behind it.

Inquisitor Malkin was happy to oblige. It was his work that would later reveal the story behind Zhufor's rise and the construction of the warp portal by the Sanctified. In the meantime the Grey Knights responded and dispatched a second strike force to Vraks to reinforce Stern's brothers. Arriving at 996828.M41, Brother Captain Arturus joined his battle brothers on the frontline.

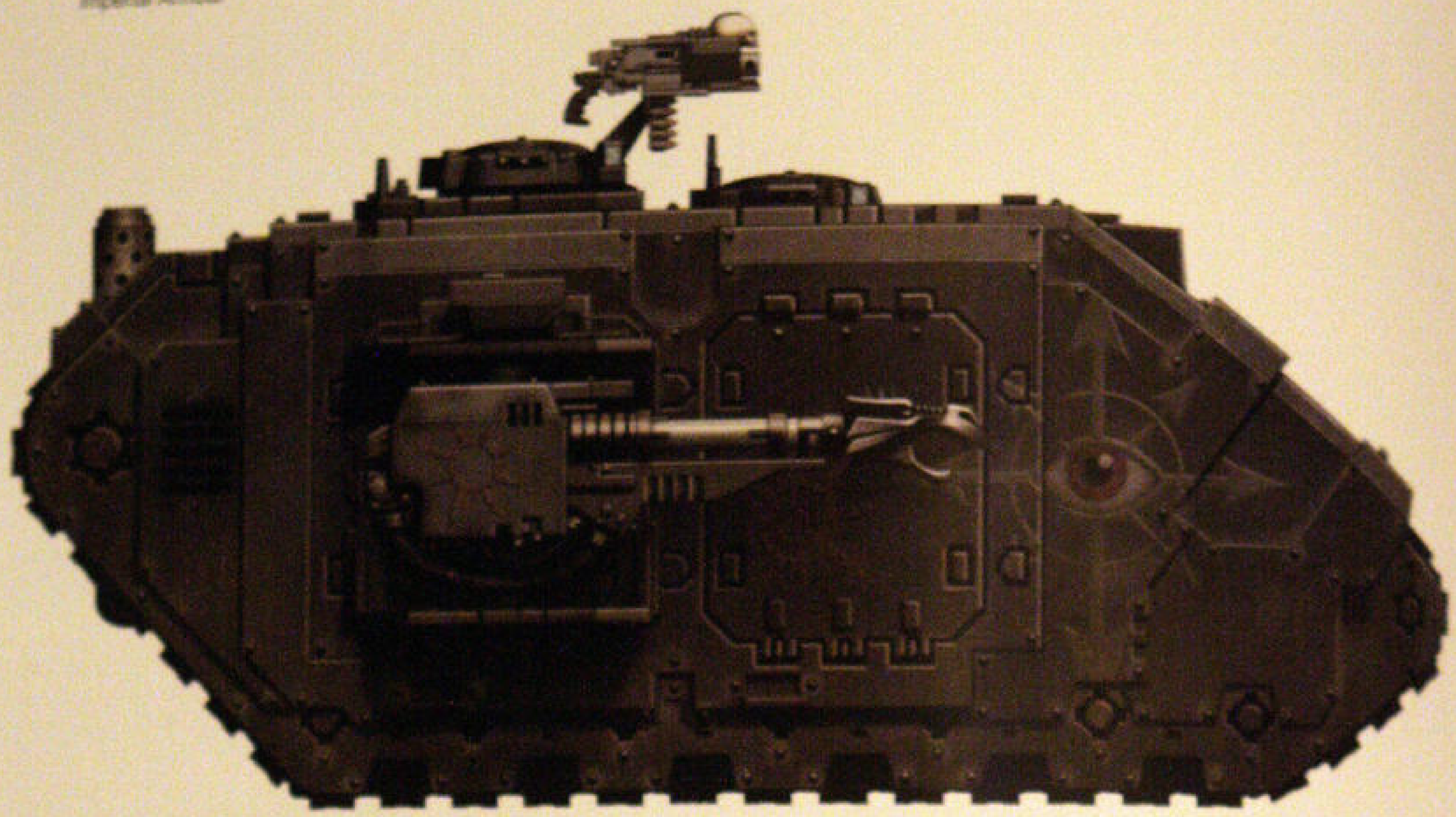


Below: The Apostles of Contagion advance through the chemical smog

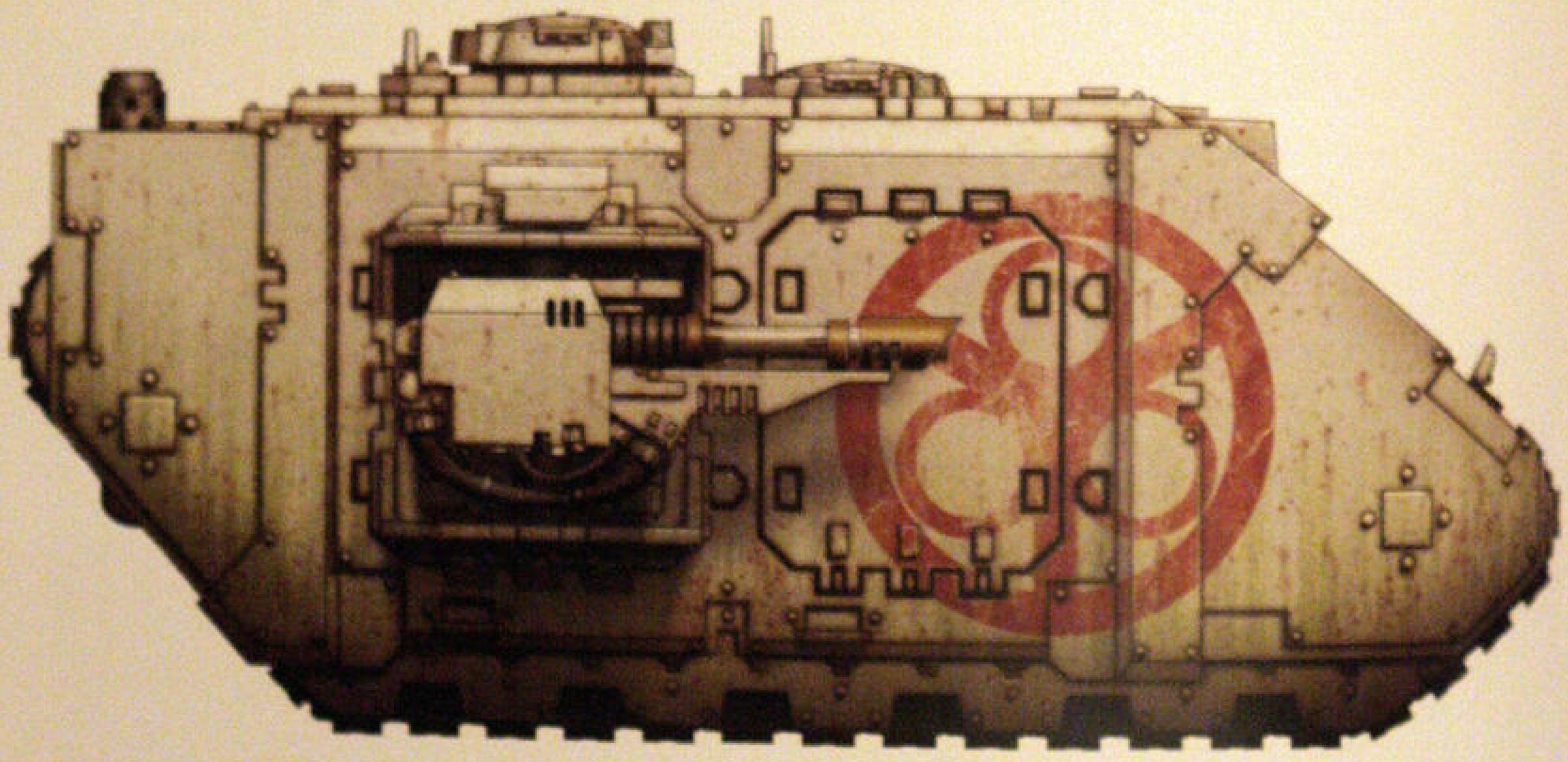




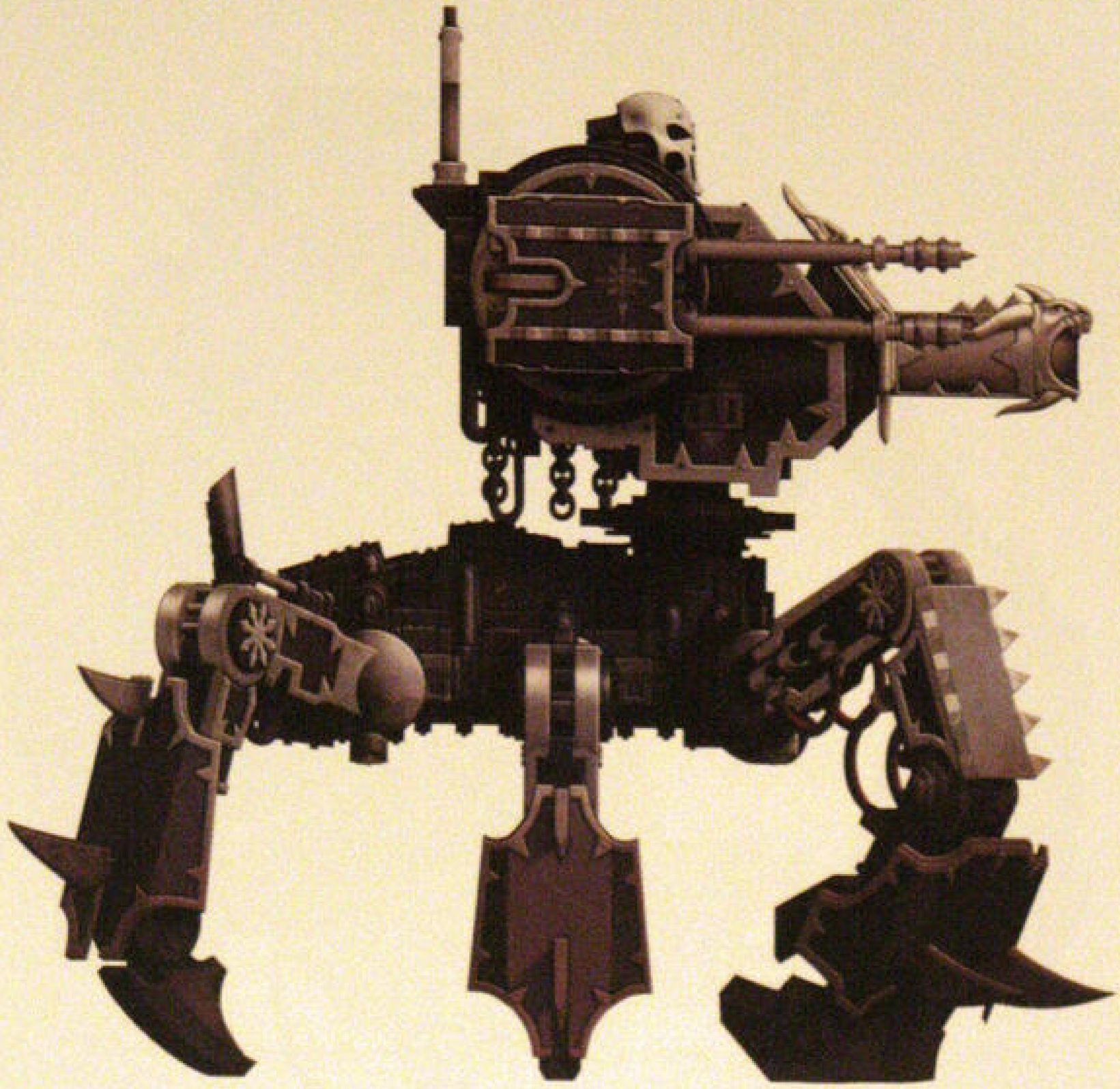
Valdor Tank Hunter. This vehicle was engaged with the Reaver Titan Aeacus Ultra during the Battle for Gate 579-459.



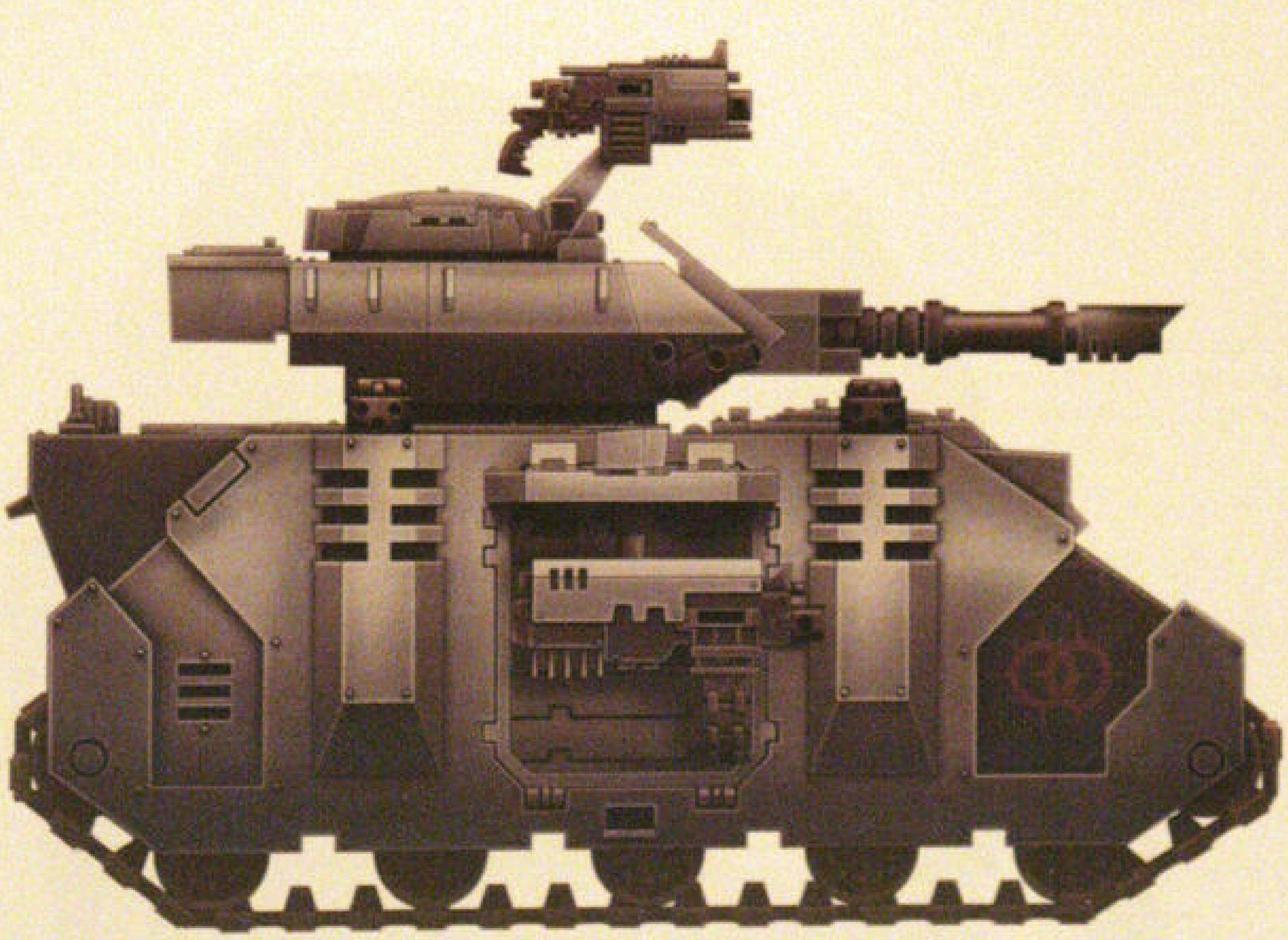
Land Raider of the Black Brethren of Ayreas, a warband of the Black Legion. This vehicle was destroyed by Grey Knight forces during their assault upon the Lower Gate spur.



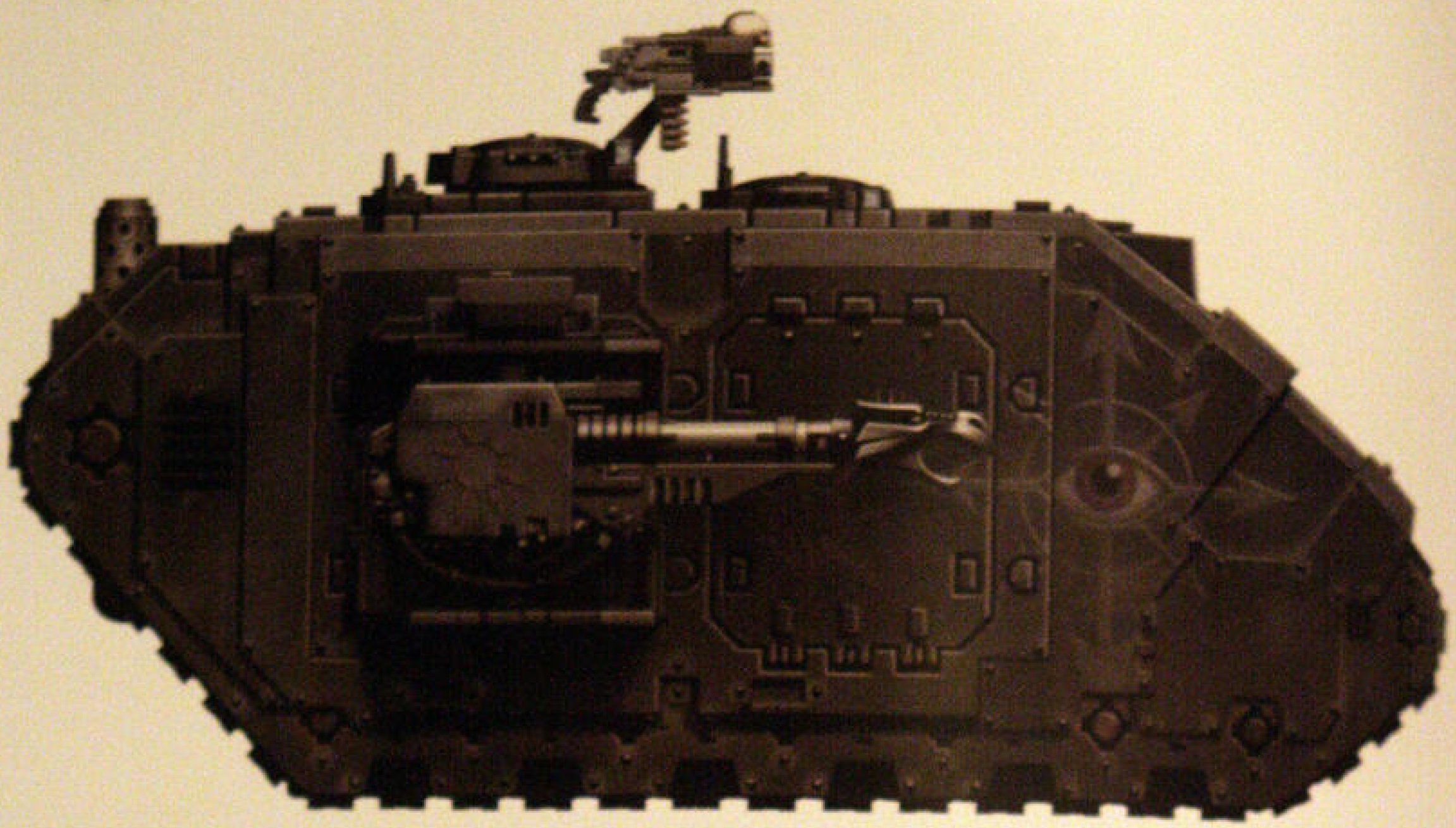
Land Raider of the Lords of Decay, a warband of the Death Guard. Note it carries extra 'spaced' armour panels.



Defiler, origins unknown. Encountered during the fighting for 'the gulley'.



Predator Annihilator of the Steel Brethren, a warband of the Iron Warriors.
This vehicle's superb condition suggests it had only recently been captured by the traitors.



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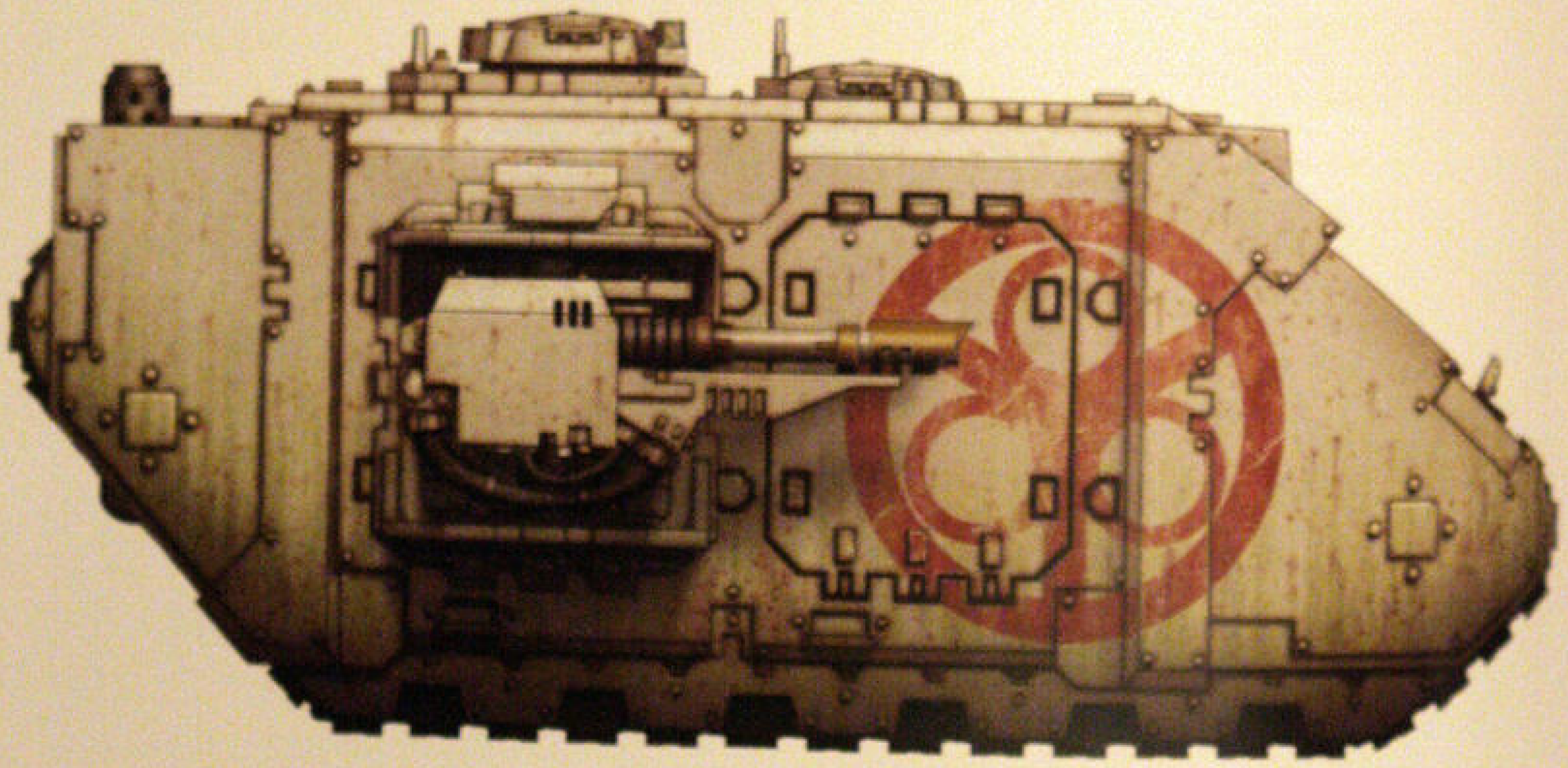


Land Raider of the Lords of Decay, a warband of the Death Guard. Note it carries extra 'spaced' armour panels.

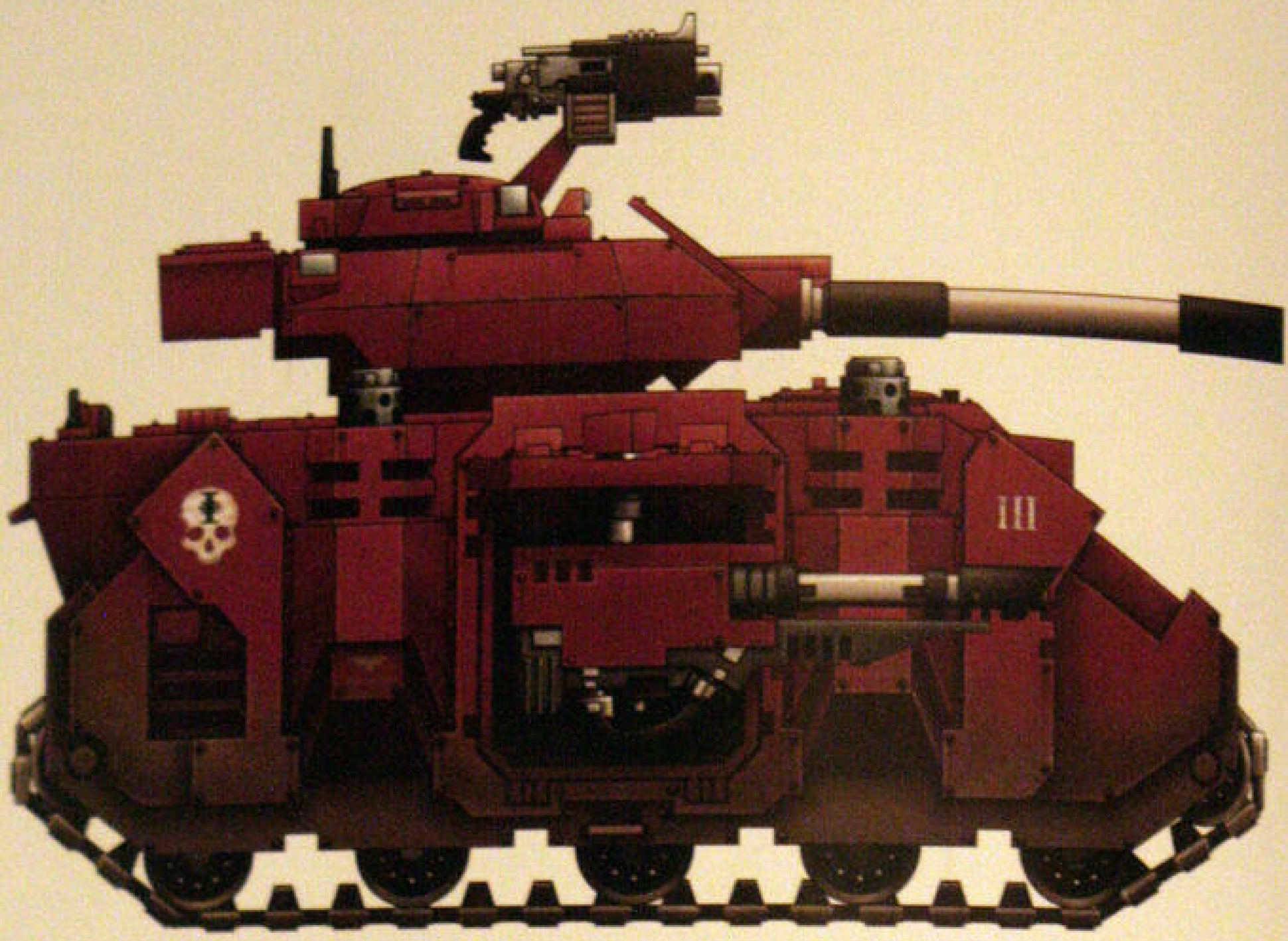
Khorne Blood Slaughterer, part of the Skulltakers counter-attack at Gate 579-459.

Khorne Blood Slaughterer, encountered and banished in sector 577-452 by Inquisitor Thor Malkin,
with the assistance of Red Hunters of squad Drakin.

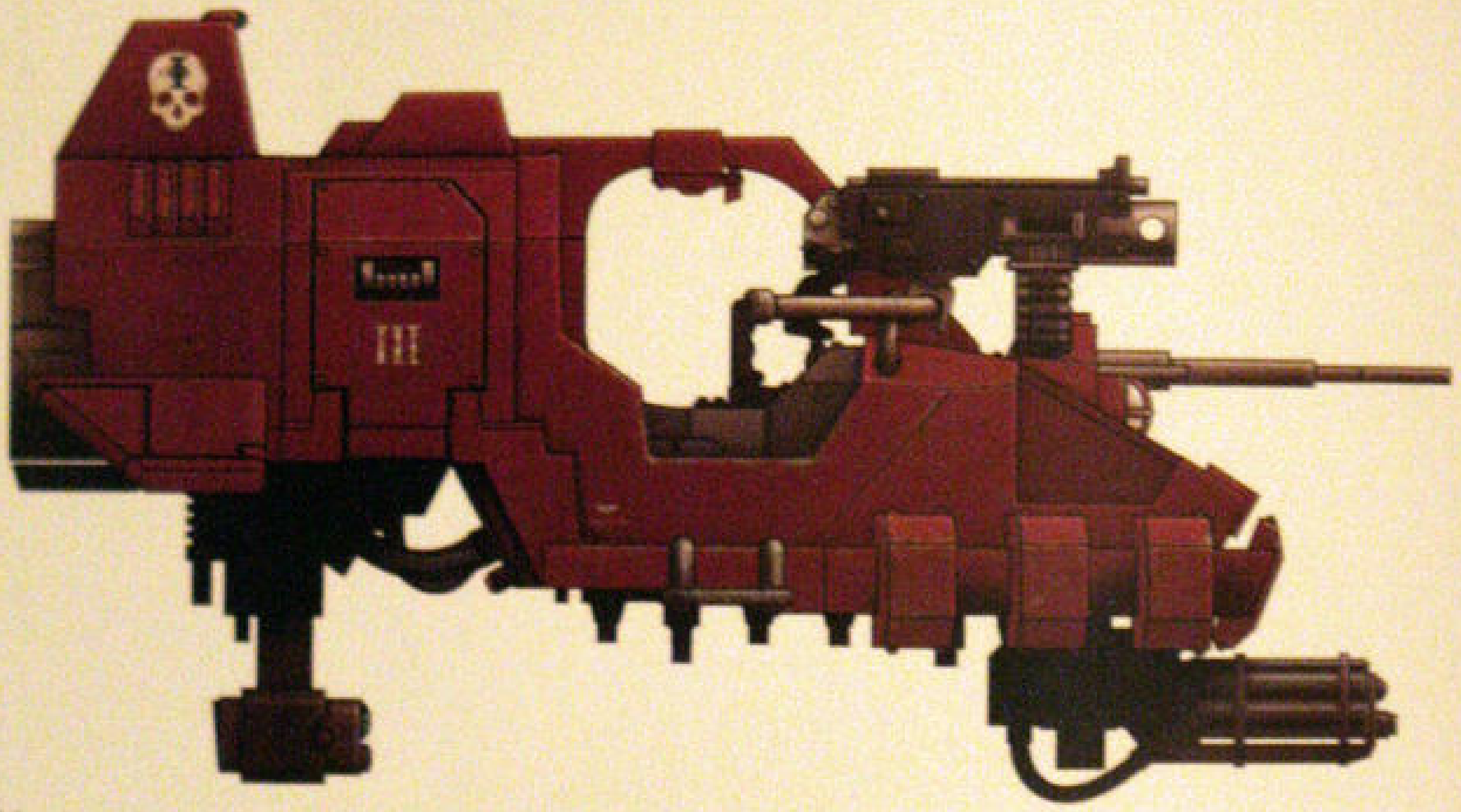
Nurgle Blight Drone, encountered in sector 592-440 and banished by Grey Knights squad Mattan.

Nurgle Blight Drone, engaged during the battle for Armoury 59-44. Swarms of Blight Drones infested the area through which the 30th line korps advanced.

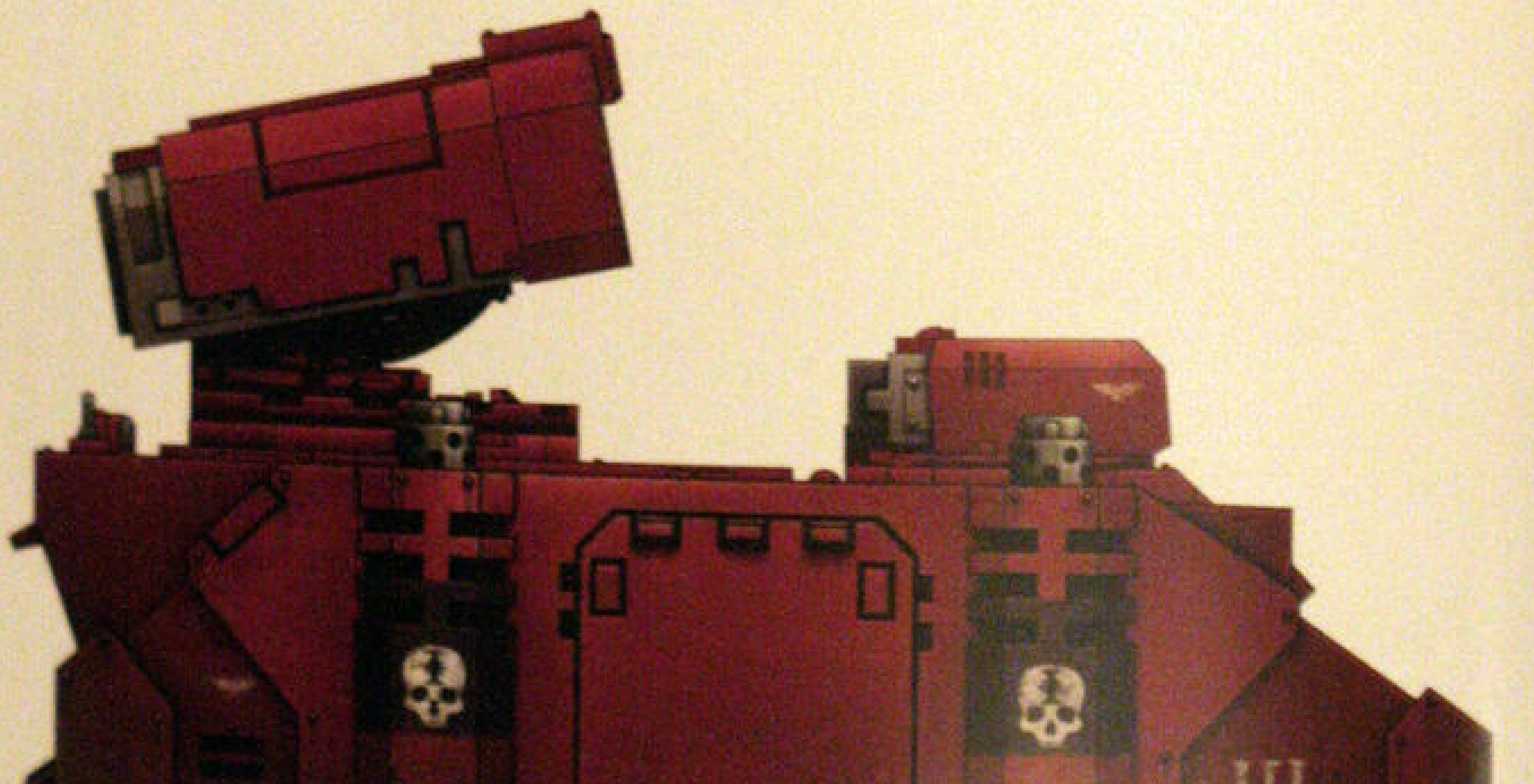
Reaver Titan Incidefuce Prime of the Legio Astorum. This Titan has been re-armed with a melta cannon and Titan powerfist following earlier battle damage. Over their long deployment on Vraks, many of the war machines had to be re-fitted due to damage, wear and tear on their weapons or the changing tactical situation the Titans faced.



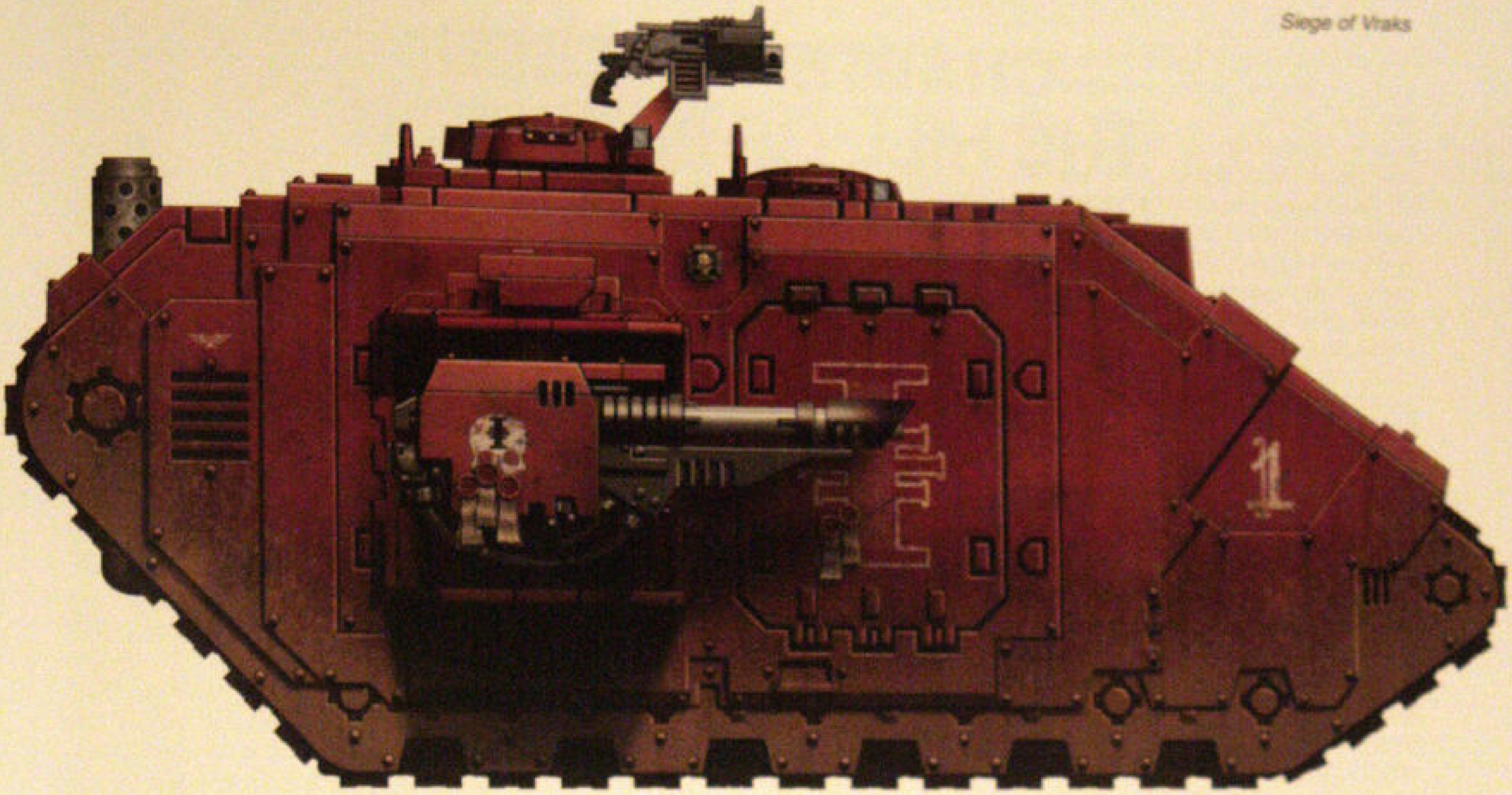
Red Hunters Predator Destructor. Attached to third company, which formed the backbone of the Chapter's deployment to Vraks.



Red Hunters Land Speeder Tornado. Shot down during the assault upon the Cardinal Gate.



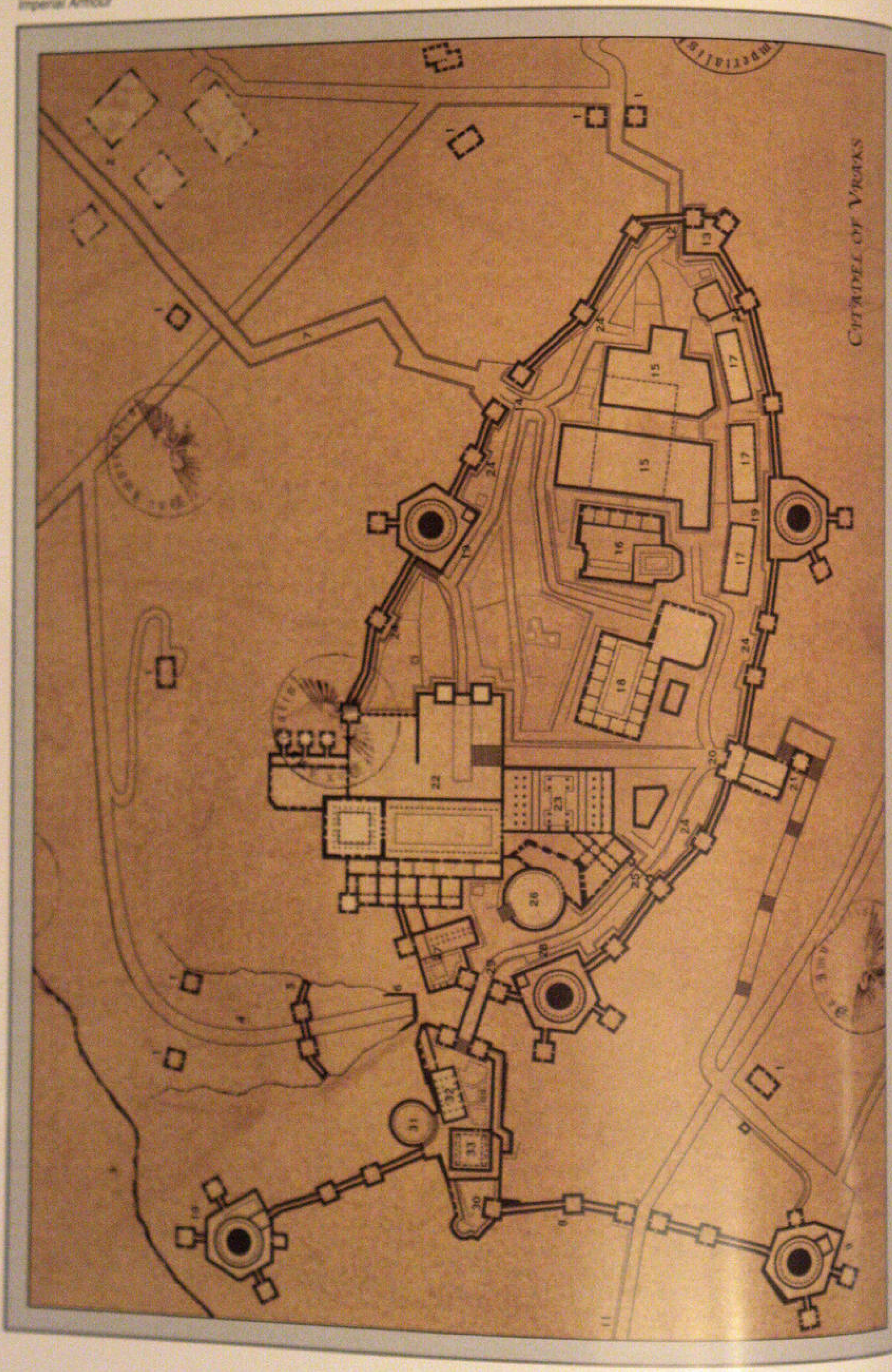
Red Hunters Whirlwind. A battery of three Whirlwinds supported the Red Hunter's deployment.

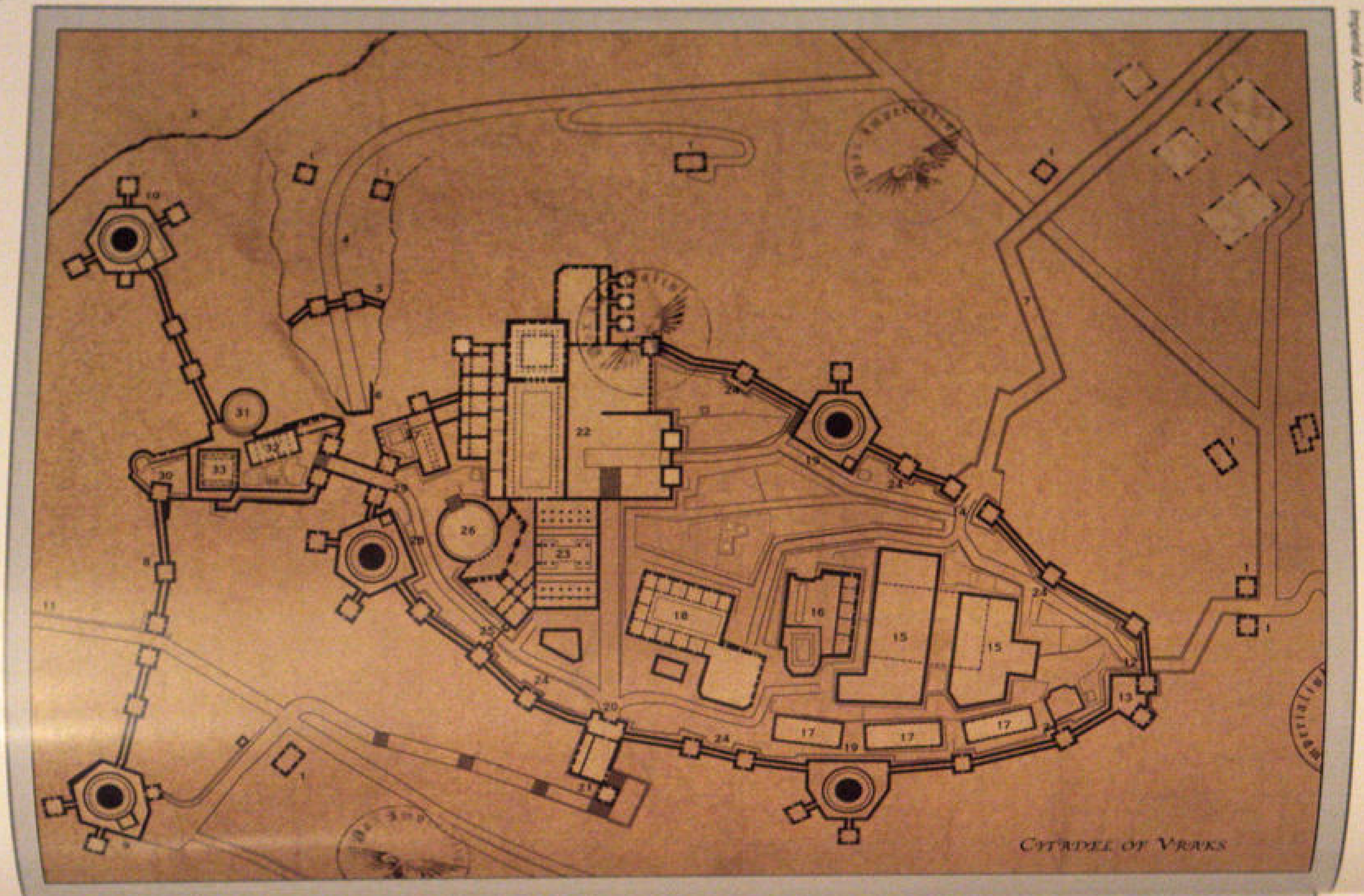


Red Hunters Land Raider. This vehicle was a 1st company transport during the assault upon the Cardinal Gate.

Red Hunters Dreadnought, Mk IV, Brother Taelm, destroyed during the assault upon the Cardinal Gate.

The Red Hunters strike force on Vraks was never deployed as a single unit, but individual squads and vehicles were divided amongst Inquisitors to act as a core of elite shock troops for their operations. Hence, squads and vehicles could be found just about anywhere along the front, and Red Hunters were present (in small numbers) at most major battles until the end of the campaign.


CITADEL OF VRAKS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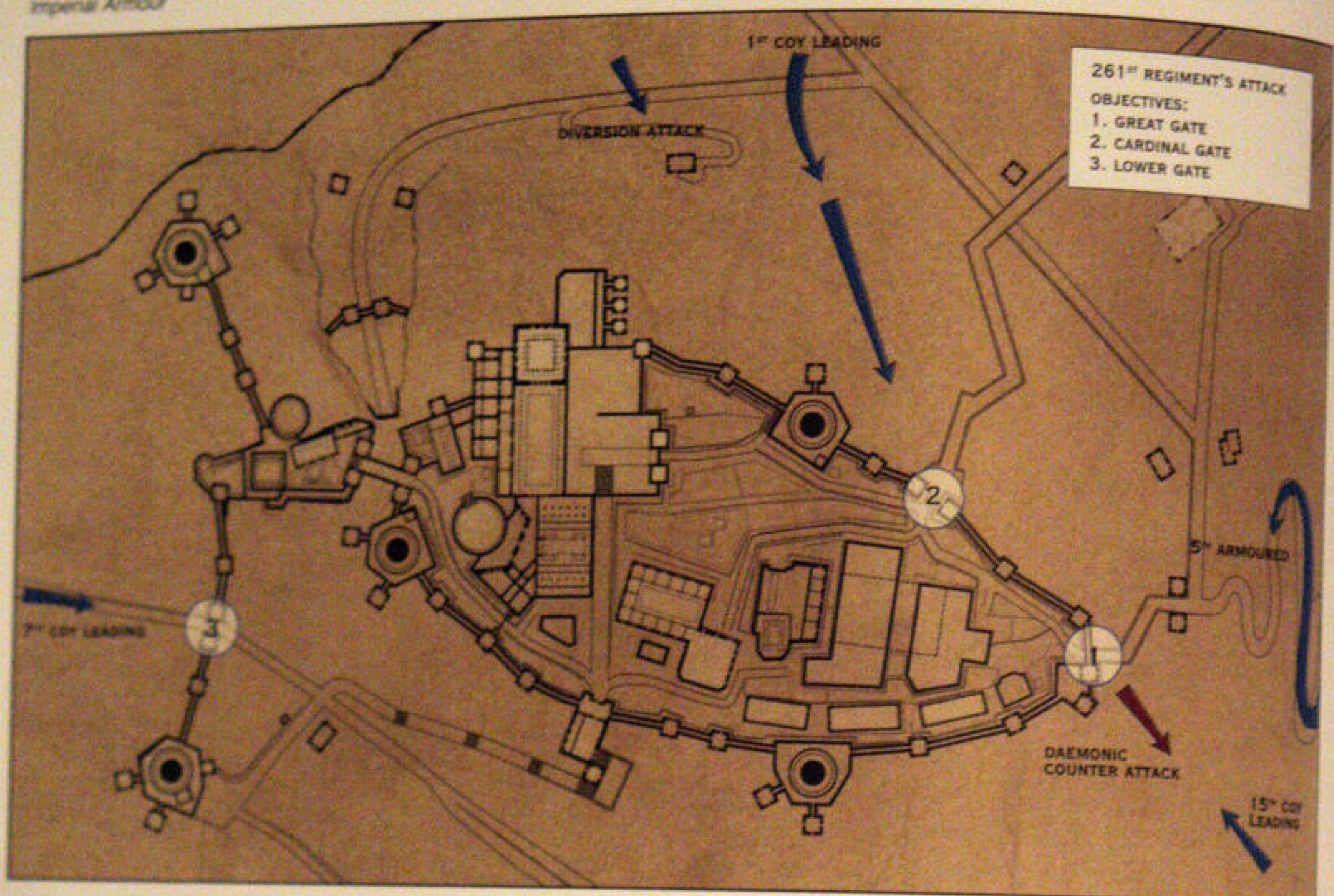


spent many days and nights preparing for this fire mission. It would be sustained and accurate, concentrated and devastating, with every gun that could be mustered now trained on that hill and the Citadel on top. As the order to open fire on their pre-set targets was received, Krieg gunners hauled on lanyards and the guns boomed as one. The shells soared high, screaming and whining in flight. First to impact were the higher velocity Earthshaker rounds, screaming in. Next, seconds behind, came the Medusa rounds, a low bass whine as the heavy siege shells fell. Last came the Bombard shells, each huge shell plunging from the clouds with the rumble of a passing freight train. A thousand shells fell in the first minute. As Tyborc and the staff officers of the 261st regiment watched, the Citadel and its slopes vanished into a cloud of flame split explosions. Shell after shell added to the bombardment, thickening the ring of flames that now consumed the Citadel. Could anything live through such a storm? Surrounding the observing officers, men in brown greatcoats mustered by squad, platoon and company clambered aboard the Gorgon carriers as they idled, spilling reeking exhaust fumes to thicken the air. Each squad was counted onboard in a scramble of hob-nail shod marching boots, ringing on the metal loading ramps. Watchmasters and Commissars cajoled each guardsman into position before the pneumatic pistons hissed into life and the ramps drew up and locked with a solid clang. Sealed inside their metal behemoths, the next each guardsman would see of the world would be the base of that hill and the murderous fires of battle.

On time, Colonel Tyborc issued the order to attack, and seconds later each Gorgon's engine revved into life, tracks slowly grinding into the earth as they inched forwards, each lumbering carrier gathering speed slowly, men jostling inside, shoulder to shoulder in the packed holds. It had begun, and each company now had its part to play. The wheels of war were turning, and now Colonel Tyborc must now let them run their course. Behind the Gorgons followed more infantry on foot, still in ordered lines, each squad evenly spaced from the next. Leman Russ followed, crews riding out of their turrets to better pick a route forwards. Soon yellow tongues of flame would be adding their battle cannon shells to the bombardment ahead. The field artillery followed amidst more infantry companies, Centaur carriers bouncing across the track-churned ground. Then came grenadiers, some in carriers, other walking, all slouched under the weight of their heavy armour and hellguns. The entire regiment was on the move. Only the big artillery guns remained in place, the Earthshakers and Medusa siege guns, and soon they would also be firing. Colonel Tyborc had committed everything he had, with only three infantry companies and the Death Riders as his reserve, and these too would be committed if it seemed a breakthrough might come. It was all or nothing. Victory or destruction.

All three attacks met with expected fierce resistance. Despite the dense smoke and explosions, the lumbering Gorgons attracted heavy fire. The lead transport of 7th company took a direct hit in the side from a hidden artillery gun, the Earthshaker shell tore through the hold, shredding those inside, before exiting the far side, leaving a ragged hole. A second shot also hit, its high explosive warhead blasting the survivors into torn corpses.

1st company were soon in a minefield and although the Gorgons' ramps pushed forwards, several were left burning. From high above, a defence laser silo opened fire, each huge laser impact tearing great scorch marks into the earth. First one, then a second, then a third Gorgon disappeared in a thunderous explosion of light and molten plasteel.

For the 15th company, withering fire was also taking its toll on the Gorgons. One had its driver's cab torn off by a tank shell. Slewing wildly, another's

tracks were shredded by artillery fire, leaving it stranded. The guardsmen inside disembarked into heavy fire and were soon scattered into cover or lying dead upon the earth.

When the assault ramps crashed down, all the other platoons experienced the same treatment. Heavy bolter and heavy stubber fire swept the ground, more hidden minefields blocking the advance. Defensive mortar fire was plunging onto pre-sighted targets with terrible accuracy. Squads were annihilated in a blaze of murderous explosions and bullets. Captain Attas, leading 7th company was dead, as were his entire command squad – all killed when a bunker that was thought to have been destroyed opened fire at point blank range. His men crawled forward towards the service road leading up to the Lower Gate, corpses piling up in their wake. More corpses and abandoned Gorgons littered the route forwards.

Against the 1st company the enemy counter-attacked and hand-to-hand fighting saw the first infantry wave thrown back. They had barely started to climb the slope up to the Cardinal Gate. The second wave of Krieg infantry charged in, bayonets fixed, counter-attacking in turn and turned the tide again, seeing the enemy cut down or falling back, but they had yet to reach the slopes, and already two waves had been exhausted. The third wave gained another few hundred yards in a spirited rush, but it was still well short of the Cardinal Gate when artillery and mortar fire racked its positions and turned the attack into a rabble. Captain Zolyan of the 19th company tried to press on uphill, but his company suffered the same fate as the first waves. Fewer than 100 guardsmen returned from a full strength unit of 740 when they set out. The Captain was not amongst them.

Whilst the northern and western assaults were stalling, the attack on the Great Gate was faring little better. No less courageous, it was no more successful. The Gorgon transports had taken the brunt of the enemy fire, eight of the fifteen were now wreckage. The others fell back, spitting heavy stubber rounds up the hill until their ammunition bins were spent. The infantry was slogging uphill into a gale of furious fire, plunging down onto them as the guardsmen scrambled forwards, all order was now lost in the tumult of battle.

On the switchback highway ascending to the Great Gate, the Atlas recovery vehicles had ploughed their slow way forward, scraping a path through the mines, before lascannon blasts from the walls left each a smoking hulk on the road, crews scattering out of the hatches and fleeing back downhill. Fighting their way up the hill in the wake of the engineering vehicles was a column of Leman Russ tanks of the 261st regiment's 5th tank company – 12 tanks in line astern. They crawled upwards, volleys of battle cannon fire pattering off the gate towers. One by one the tanks were knocked out, the last survivor reached the fourth switchback before the crew abandoned their immobilised vehicle. Burning tank wrecks littered the route back down and their rusting remains would block the road for any future assaults.

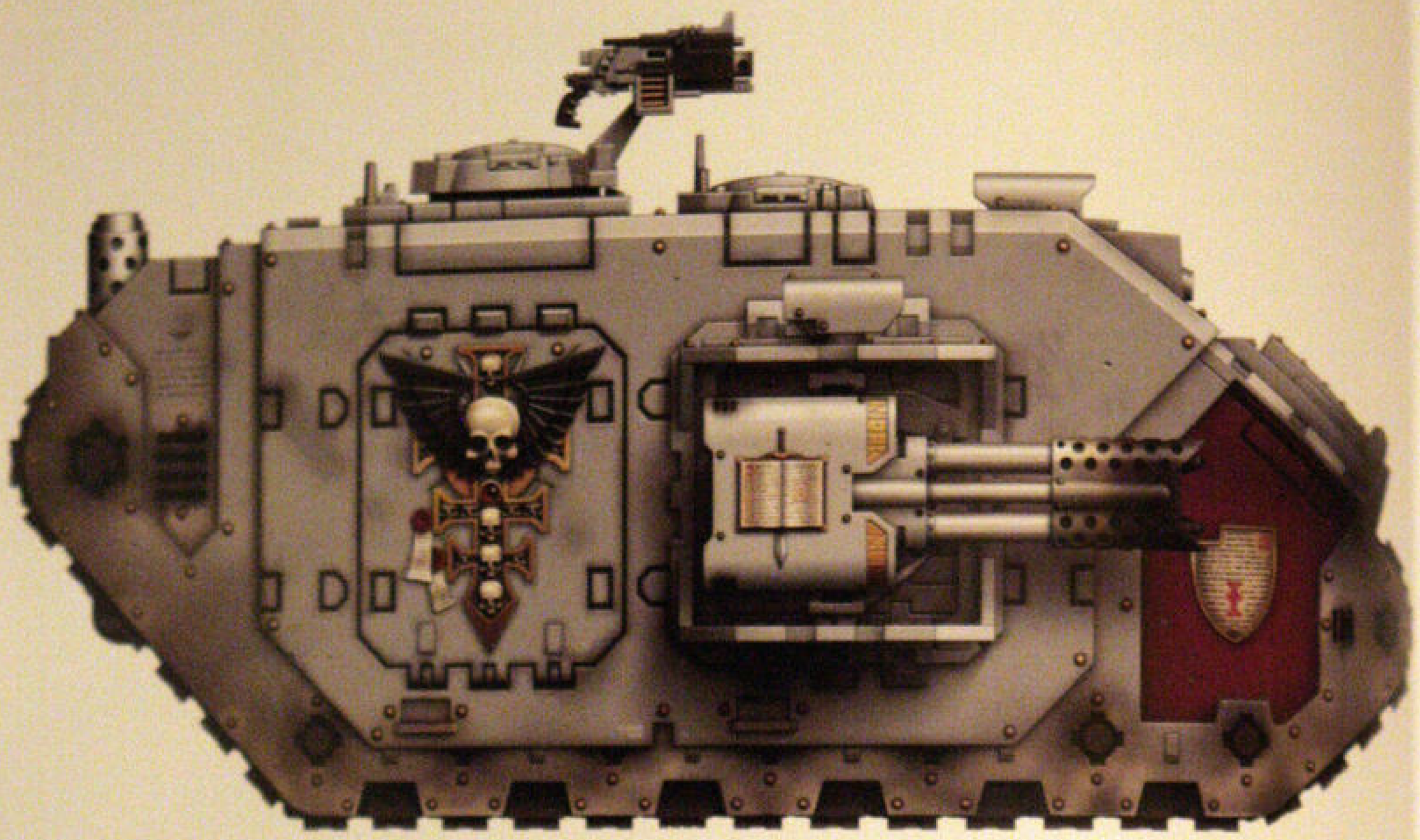
Ahead of the main assault the bombardment had now concentrated, hammering the Citadel. The deluge of shells had, as predicted, overwhelmed the void shields, although they could not destroy the generators. The generators were buried far below in the Citadel vaults, and so any damage done could only be temporary. The artillery was now tearing at the buildings, blasting great

Above: Valdor tank hunters supported by Chaos Reavers take up positions in one of the ruined manufactorums close to the Vraks Citadel.

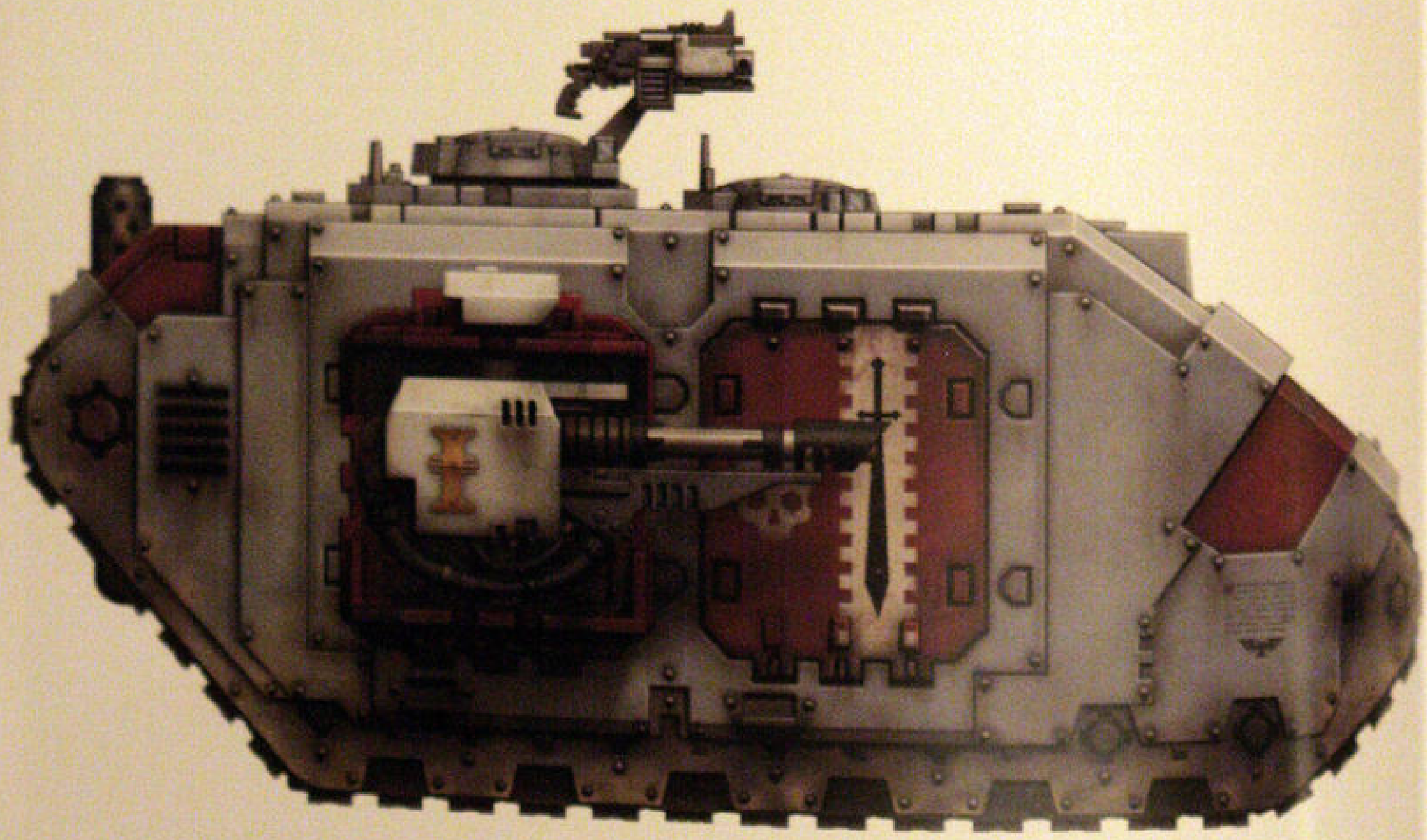
High Princeps Rand Draco, commander of the Legio Astorum battle group on Vraks, upon the command bridge of his Reaver Titan, Praetorian.

Top: Grey Knights Dreadnoughts of Strike Force Stern clear the enemy from the approaches to the Citadel.
Above: Last ditch defence. Valdor tank hunters join with traitor Warhounds in the defence of the Citadel.

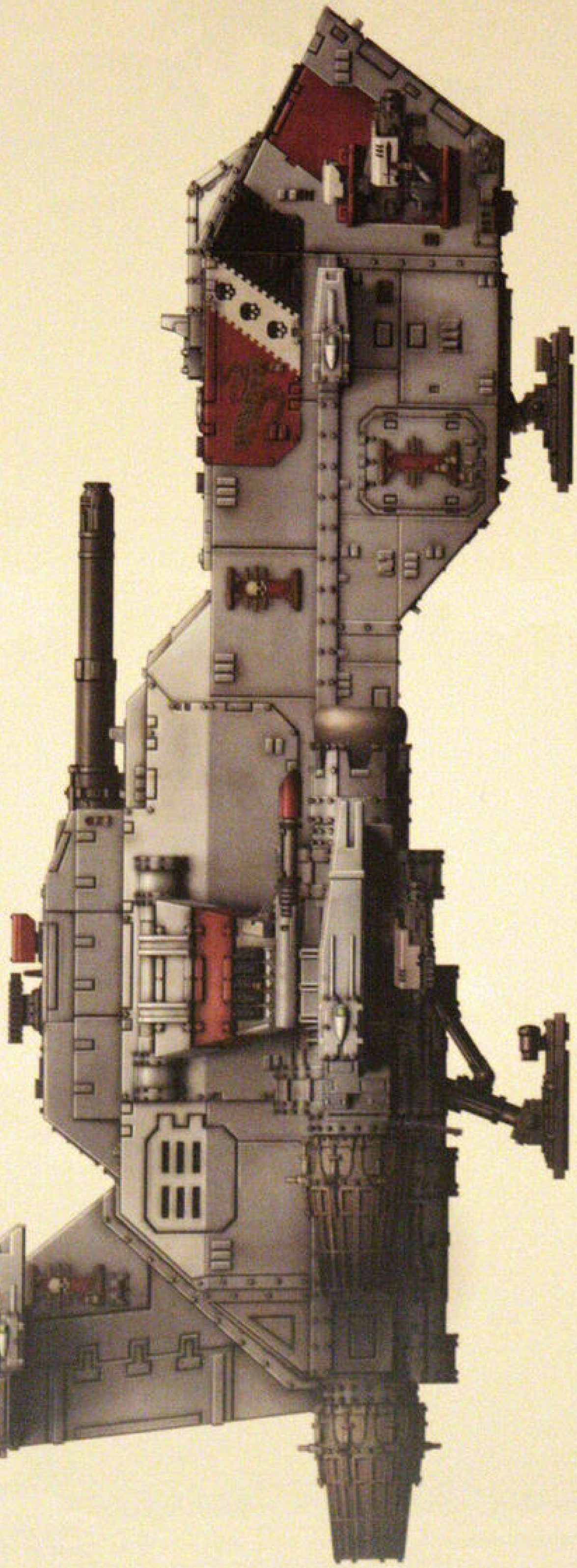
Grey Knights Brother Eramirrilis of Strike Force Arturus – seen here prior to the third assault upon the Citadel of Vraks. Eramirrilis was killed in action during the Battle for the Cardinal Gate. His body was returned to the temple of the Emperor on Titan.



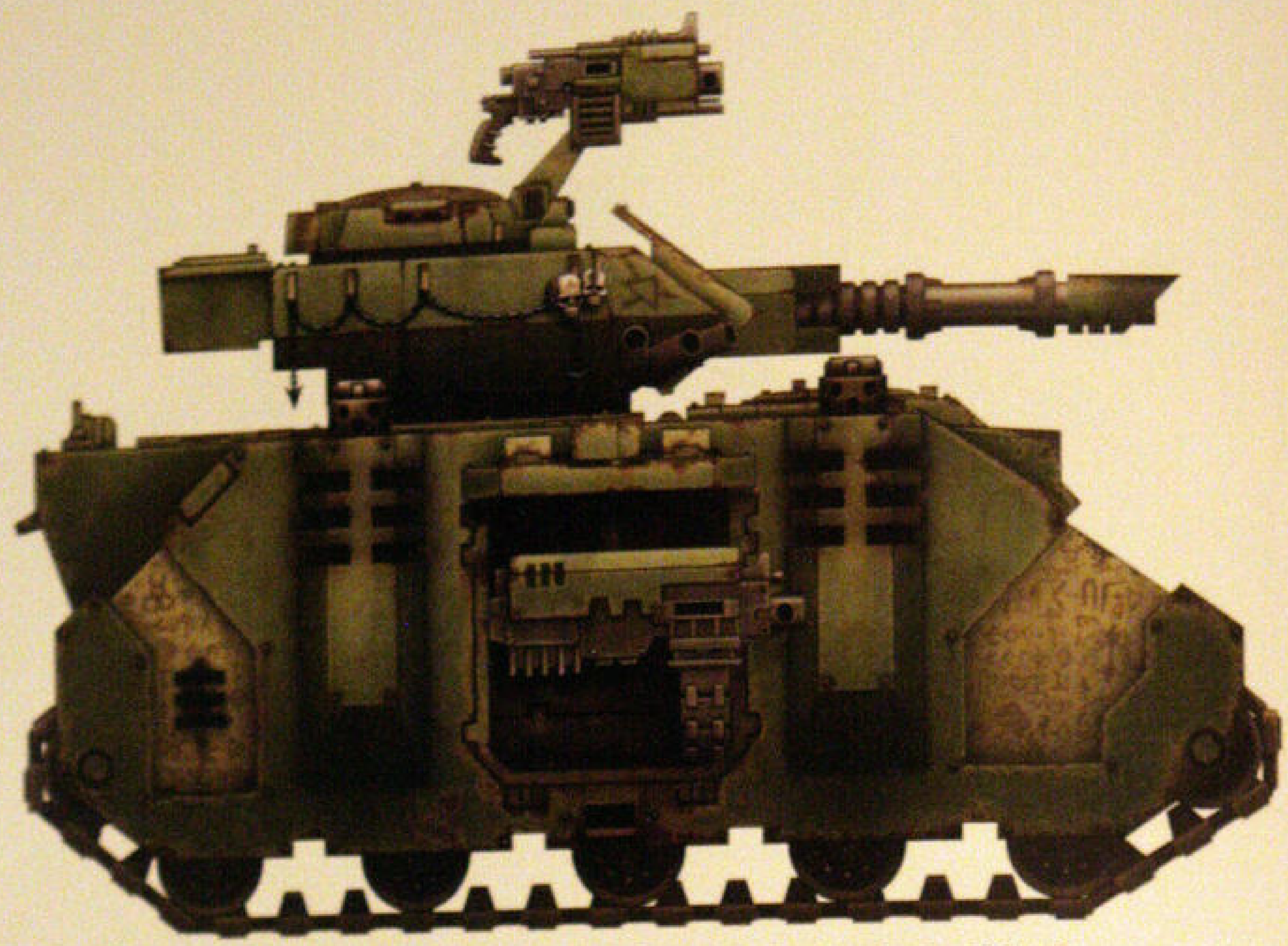
Grey Knights Land Raider Redeemer of Strike Force Arturus.



Grey Knights Land Raider of Strike Force Stern.



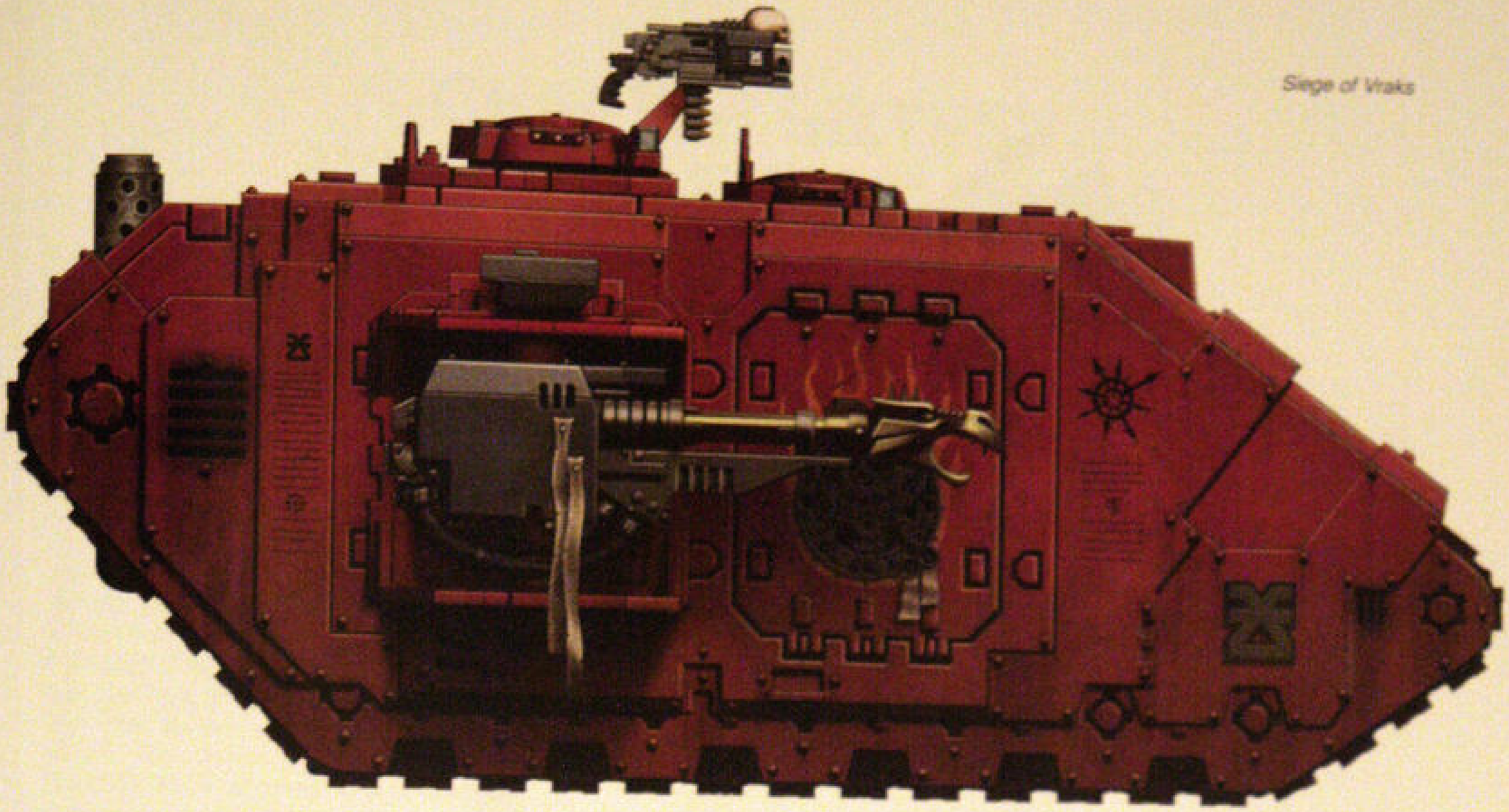
Grey Knights Thunderhawk of Strike Force Arturus.



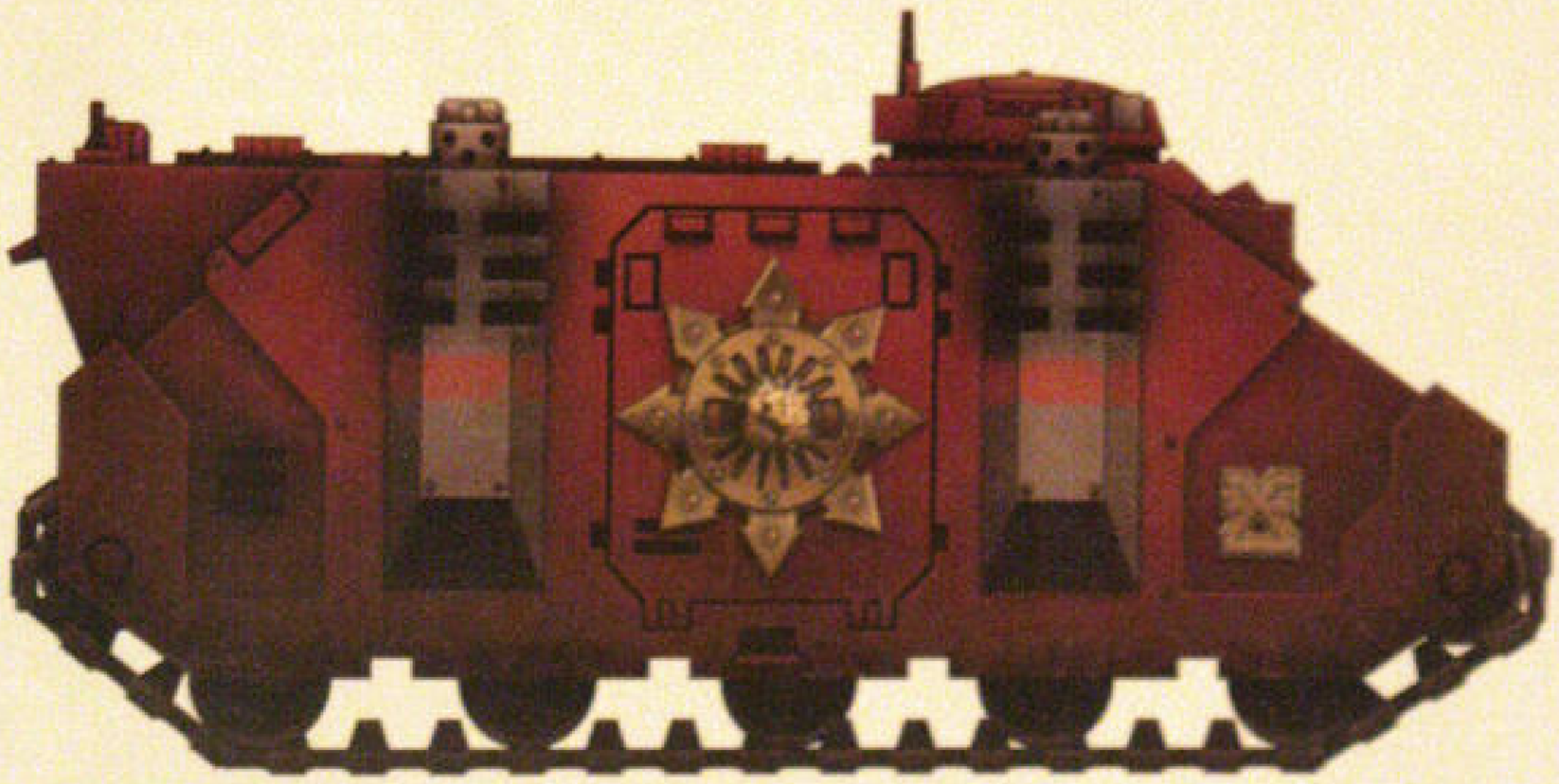
Chaos Predator Annihilator of the Purge identified in Sector 596-442.

Chaos Rhino, with spaced armour, of the Faithless.

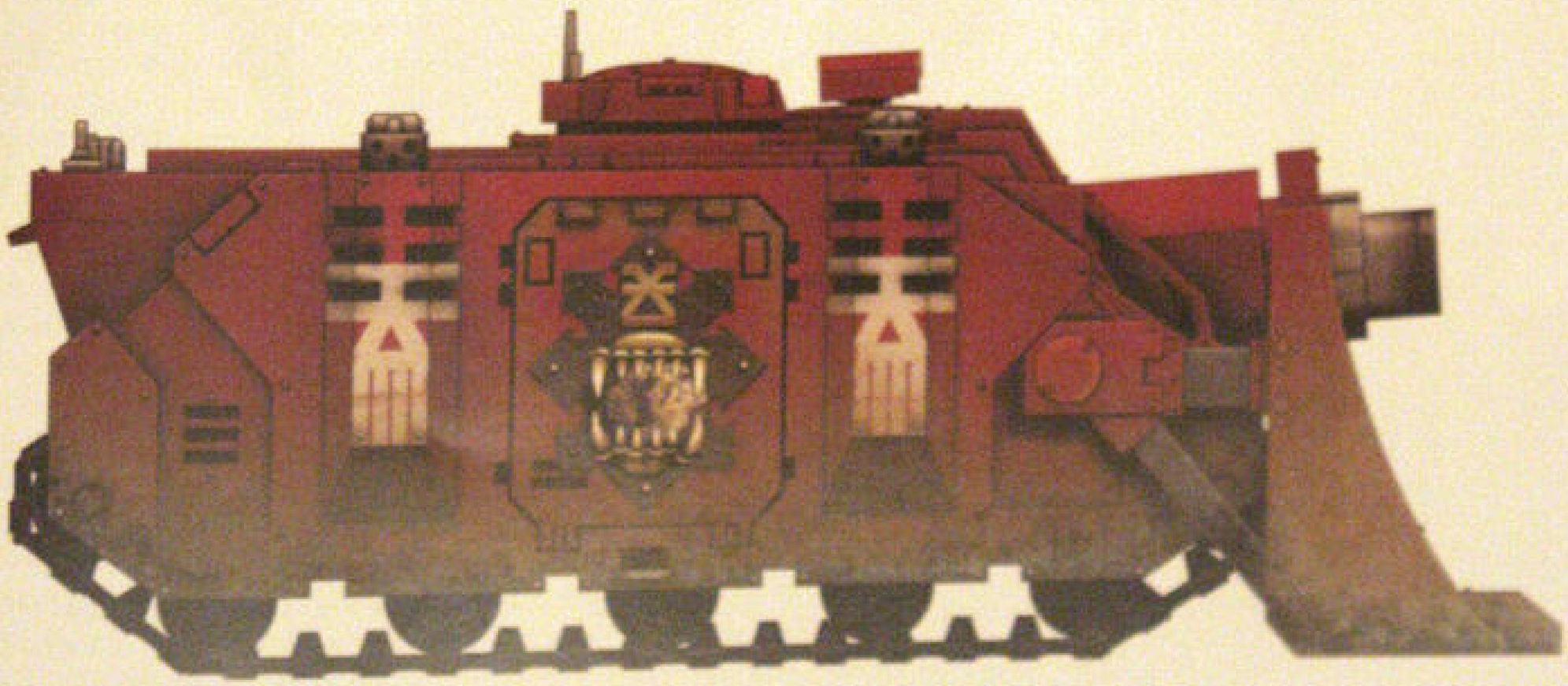
Chaos Basilisk, with enclosed fighting compartment, taken from Vraks' stores by the Steel Brethren and destroyed during the battle for the 'Death Pit'.



Chaos Land Raider of the Sanctified.

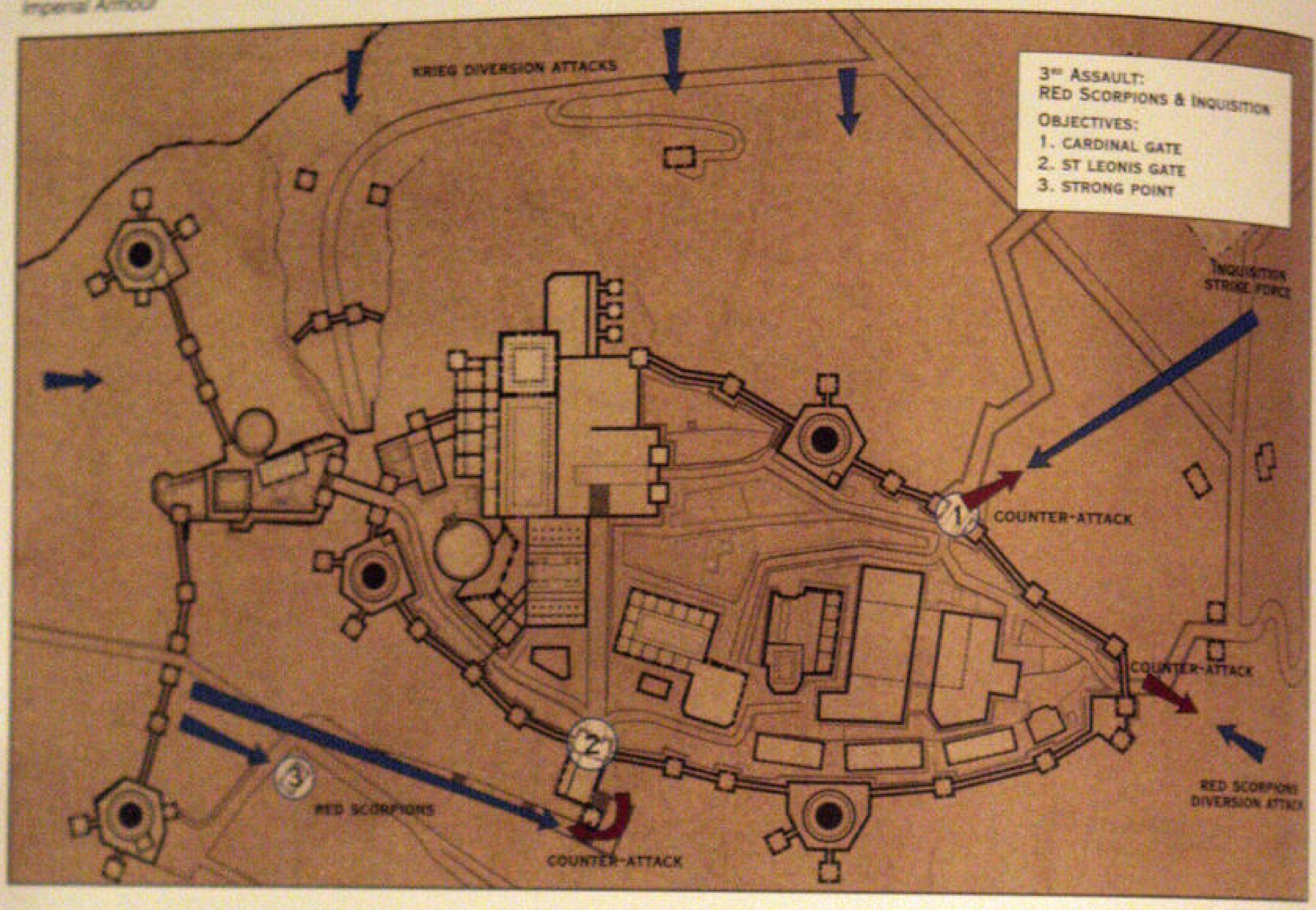


Chaos Rhino transport of the Berserkers of Skallathrax, knocked out by artillery fire close to the Great gate.



Chaos Vindicator of the Skull-takers encountered in the 'Death Pit'.

Brass Scorpion of Khorne, banished by Brother Captain Arturus during the assault upon the Cardinal Gate.



Once the bunkers were captured, Ortys would lead the main strike force in Rhinos, Razorbacks and Land Raider transports up the Pilgrim's Road at high speed. They would be covered by Whirlwind strikes and all the Land Speeders the strike force had. These small anti-grav gunships would be invaluable, not being restricted by the terrain they could engage the Citadel walls to keep the defenders suppressed whilst the armoured strike force advanced. Thunderhawk gunships would also attack the walls and the gate with bombs and rockets. As the main force began the attack on the gatehouse, supported by Dreadnoughts, so the *Sword of Ordon* would manoeuvre into position in low orbit and begin an orbital bombardment of the Citadel, including the Basilica. The Master of the Fleet would have to unleash every gun the battle barge had to overwhelm the void shields and prevent enemy reinforcements reaching the gatehouse. The enemy did have a few remaining defence laser silos still operational, but no longer possessed enough firepower to seriously threaten the massive Space Marine battleship. Also aboard the battle barge would be a coup-de-main force of Assault Terminator squads, led again by Commander Ainea of the 3rd Company. On Ortys' command, the veteran battle brothers would teleport directly into the gatehouse bastion, just as the main force was attacking from without. The combined power of the attack should see the St Leonis Gate's defences fall.

Those battle brothers not dedicated to the assault would be used for a secondary attack against the Great Gate, mostly as crew for Predator tanks and Vindicators.

The Red Scorpions would not be attacking alone. The Krieg 158th regiment would put in another strong attack from the north, whilst Inquisitor Rex, his followers and a strike force made up of more Inquisitors, Storm troopers, the Red Hunters and the Grey Knights of strike force Arturus would simultaneously be launched at the Cardinal Gate.

Battle for the St Leonis Gate

Veteran Sergeant Culln watched from the lip of a three storey high pile of rubble that had once been part of the Citadel's wall. Behind and below him were gathered assault squads from three companies. His own vanguard squad was also close by, each a veteran of at least 100 battles, each equipped as he preferred, each amongst the finest warriors of his Chapter. They had trained for missions such as this daily. The target was a collection of low bunkers dug deep into the cliff face. From here he could see their gun embrasures. All were constructed of thick ferrocrete, resistant to plunging artillery fire but each attacking assault squad had been issued melta-bombs that would quickly demolish such defences and allow his men access to the degenerate sub-humans awaiting within. All were about to be expunged from the galaxy.

As Culln watched the first Thunderhawk roar in low over his position, the heat of its quad-jet's washed over him as the gunship unloaded its cargo of plasma bombs directly onto the strongpoint. Culln's photo-chromatic lenses dimmed as the target vanished into a bright burning inferno of super-heated hydrogen that melted rock and sucked the surrounding air into a swirling vortex of dust and smoke. As the inferno burned out, it was time to go. Culln gave the order over his thought-activated comm-link. "For the Chapter! For the Emperor! Attack!". His idling jump generator unit burst into life, twin jet engines propelling him though the air in a single long bound. Behind him his men followed, each battle brother dropping from the sky, jets blazing, weapons in hand, bolt pistols hammering out a wall of micro-explosions. The Battle for the St Leonis Gate had begun.

towards their objective. It was dark now, unnaturally so, and a great foreboding was in the air. Inquisitor Rex's psychically attuned mind felt that doom had descended upon Vraks, great deeds were afoot, maybe even his death awaited. So be it, he would go to his Emperor willingly, but only after the foe had been vanquished.

And then, suddenly, the enemy was coming, pouring down from the Cardinal Gate to meet them, in a tide of red and brass, chanting their war cry "Blood, blood, blood, blood..." as the Inquisitor's men opened fire. But on they came, through the explosions, their chant ringing around them. Bloodlettters and Flesh Hounds, Juggernauts of Khorne and Brass Scorpions clanking and wailing, daubed in blood, their cannons belching molten brass and spitting death. They charged and the Inquisitor sent his men forwards to meet them, *Arias* shining, held high, storm shield before him, the two sides clashed. Hacking and slashing, grunting and screaming, the daemons shrieking as Inquisitor Rex cast them back to the Warp. Psychic power now encircled him, crackling about his armour, his very presence made the daemons shrink from him as he exorcised their blasphemous forms back into the realm of Chaos from which they had been summoned.

The Grey Knights disembarked from their transports straight into battle, psycannons and incinerator units purging great swathes of the enemy ranks, force lighting flashing blue from their halberds. Overhead a Thunderhawk swooped in, its psychically infused ammunition flaying the red devils below. It was a pitiless fight, Inquisitors bellowed orders as the Storm Trooper squads maintained a steady fire, but the daemons would not be denied their harvest of skulls. "Blood, blood, blood, blood..." they chanted, and their hell blades left the hillside soaked in gore. Inquisitor Rex forced his way onwards, *Arias* still shining bright, his halo of divine power about him as he drove the foe ever backwards. About him many had fallen, savaged upon the insatiable fangs of the great red hounds that hunted the hillside in ravenous packs, but many men were still with him as he approached the gate. Through it poured out still more foes, eager for the battle.

There, they found only destruction at the hands of the Grey Knights who blasted their own path after the Inquisitor, sweeping the daemons before them. A great Brass Scorpion of Khorne was sent shrieking back into the Warp, a force halberd driven deep into its unholy workings, where the bodies of the sacrificed writhed in torture within. Their Land Raiders were close behind, all weapons blazing as the last of the daemons were destroyed. The battle had been savage and bestial, but brief, the Cardinal Gate now lay before them. It seemed victory must be theirs – until the Bloodthirster arrived...

A Daemon Lord Cometh...

Vraks' dark sky was sundered by lightning and vomited forth An'ggrath, mightiest of Bloodthirsters, guardian of the Throne of Skulls, most beloved servant of Khorne, come to Vraks to revel in its landscape of destruction and death. He plunged from the storm-ridden skies on black pinioned wings, a child of the lightning, and came to rest upon the ramparts of the Cardinal Gate, perched so as to survey his battlefield, glowing red eyes sweeping back and forth, searching for a target worthy of his mighty martial prowess. He paid no heed to the shells that exploded about him, red-hot fragments of shrapnel sizzling through the air as harmless as rain.

With a great beat of his outstretched wings An'ggrath rose, and for the first time bellowed his master's name as a war cry into the sky, to announce his arrival. His cloven feet slammed into the ground, splitting stone as he raised his axe high above his head and smashed it down with all his might. The red hull of a

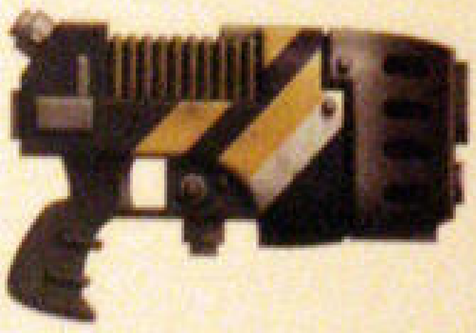
Gorfan, a champion of the Skulltakers warband and commander of Zhufor the Impaler's personal bodyguard during the Siege of Vraks. He is seen here during the defence of the Citadel, equipped with a corrupted suit of Terminator armour in the livery of the feared Skulltakers warband.

RED SCORPIONS
VANGUARD VETERANS
SQUAD CULLN
10th Squad, 1st Company

1. Veteran Sergeant Culln
133 missions

1.

2.



2. Veteran Brother Urus
100 missions

3. Veteran Brother Rorl
104 missions

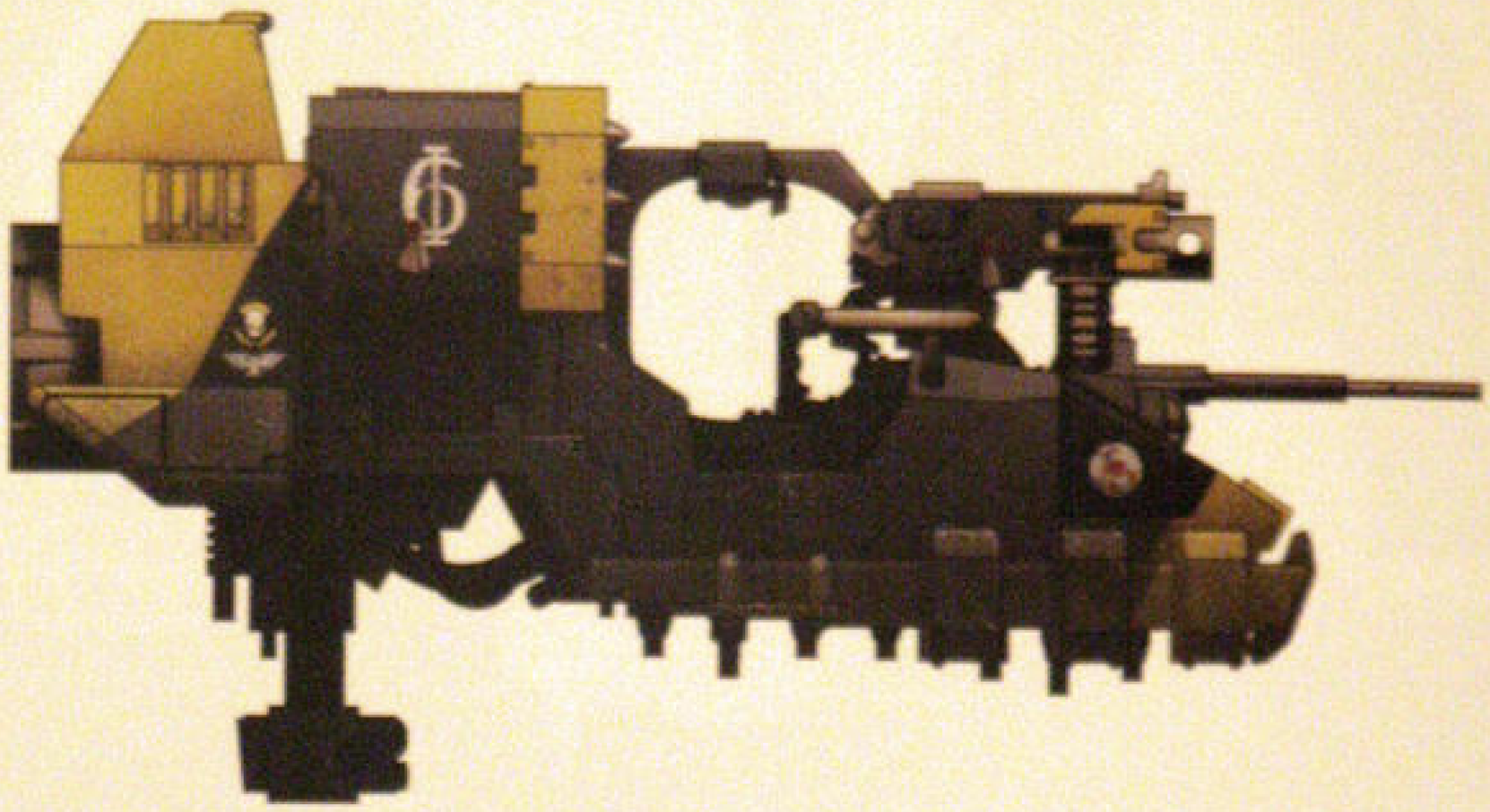
4. Veteran Brother Nasn
113 missions

5. Veteran Brother Lythr
121 missions

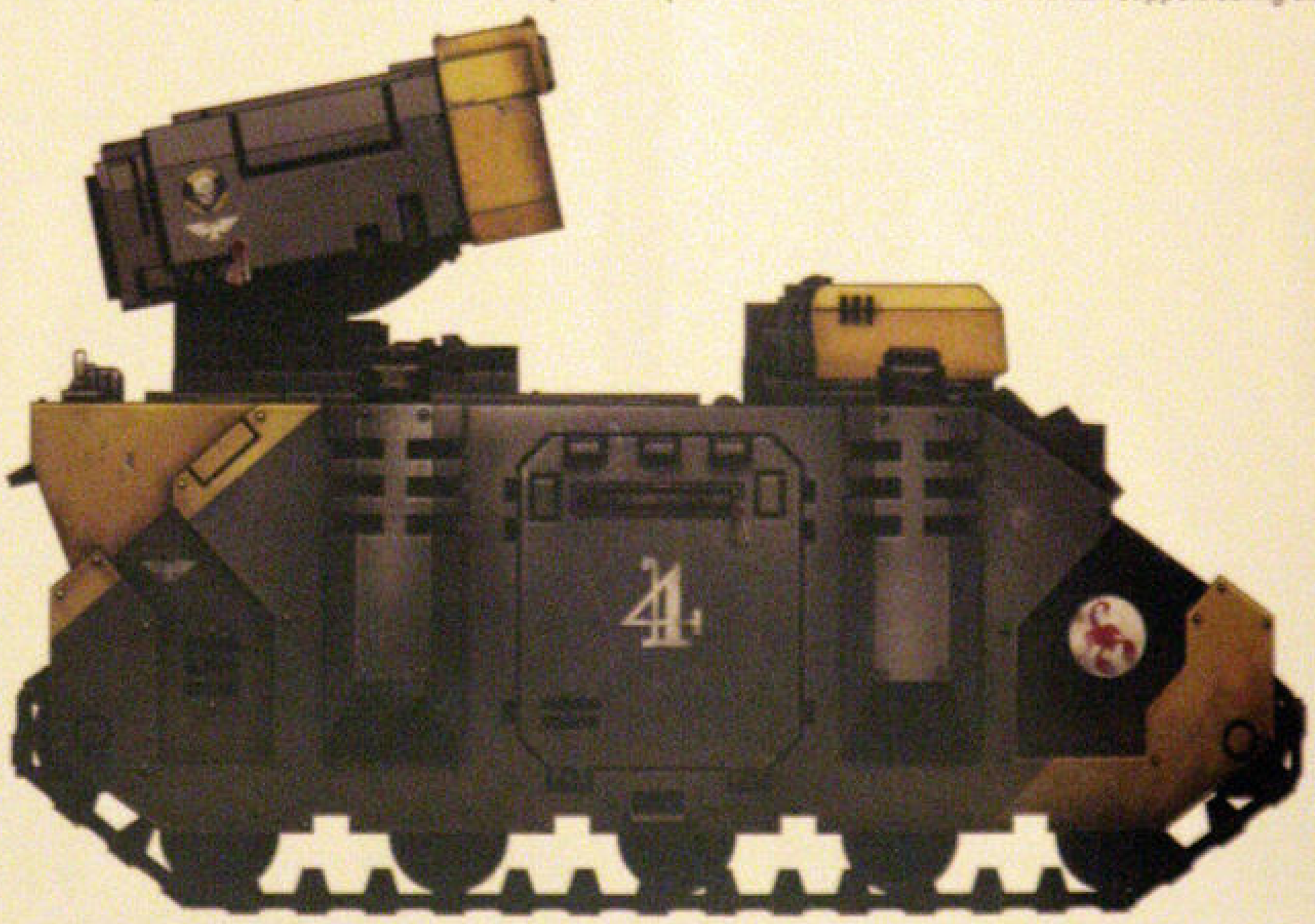
1. **Powersword and bolt pistol**
2. **Chainsword and plasma pistol**
3. **Chainsword and bolt pistol**
4. **Poweraxe and plasma pistol**
5. **Powersword, bolt pistol and storm shield**

(all weapons chosen as a matter of personal preference)

Red Scorpions Rhino, Tactical squad transport of third company during the St Leonis Gate assault.

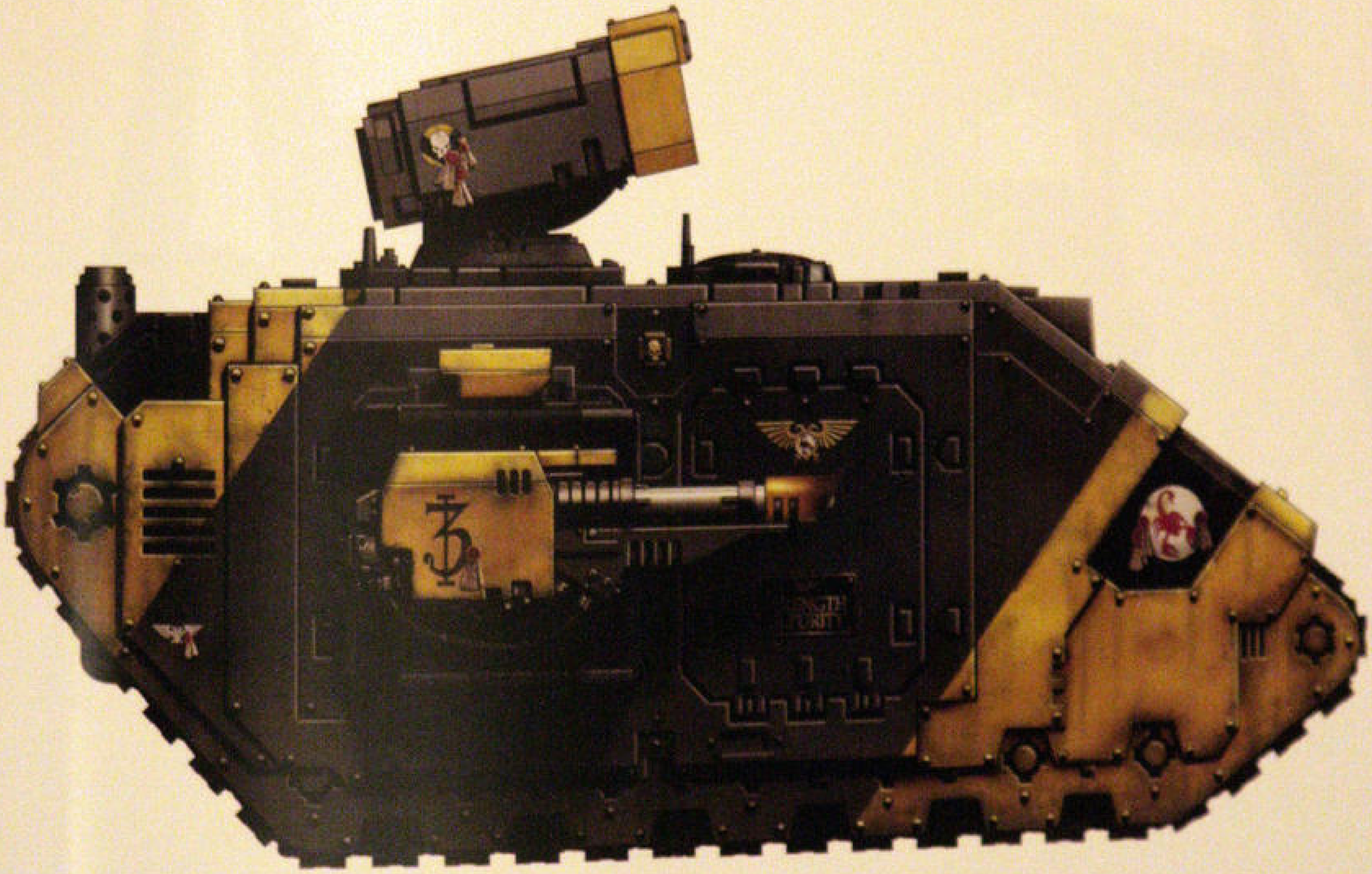


Red Scorpions Land Speeder. Squadrons of Land Speeders provided the assault force with air support during the attack.

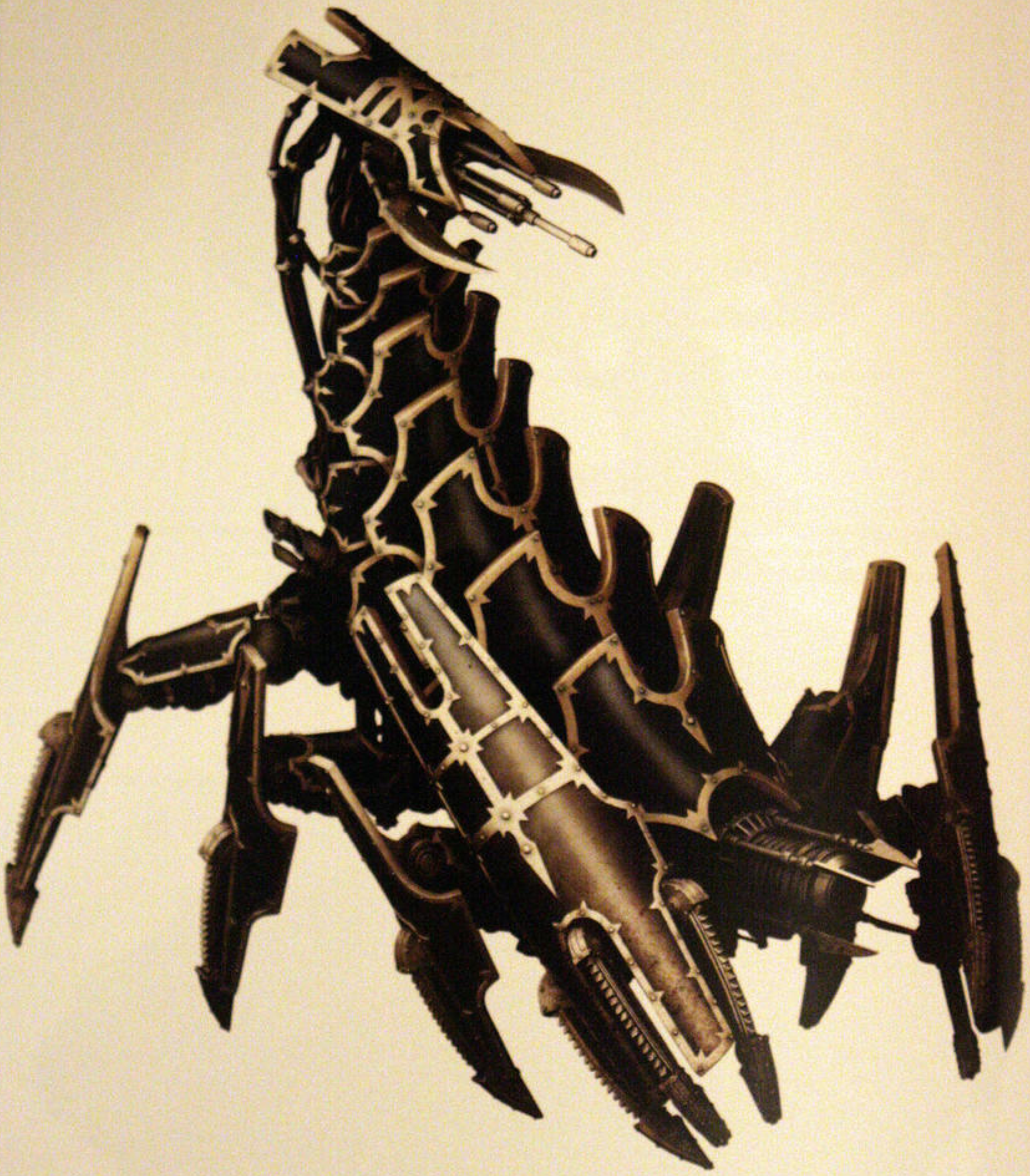


Red Scorpions Whirlwind. These provided the armoured strike force with accurate artillery fire before and during the main assault.

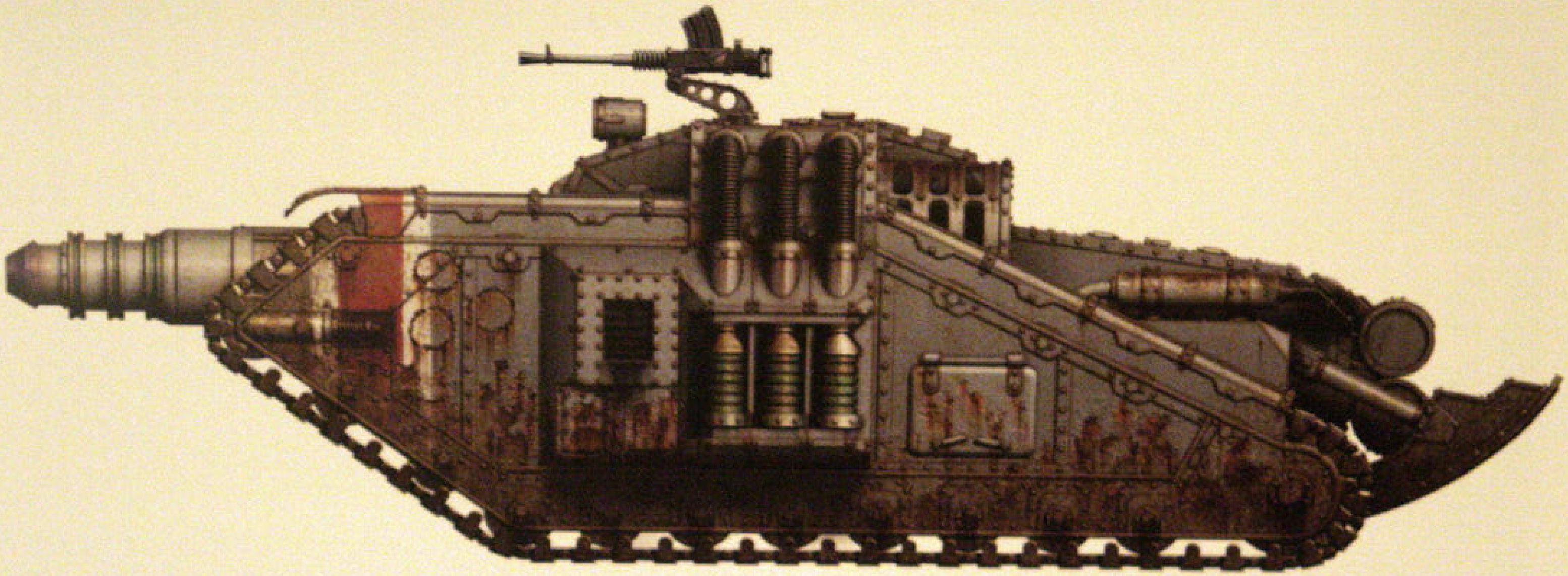
Brother Chaplain Nair. A veteran of the Red Scorpions and a survivor of both the Chapter's deployments to Vraks.
The Dreadnought was damaged during the attack, but was later recovered for repairs.



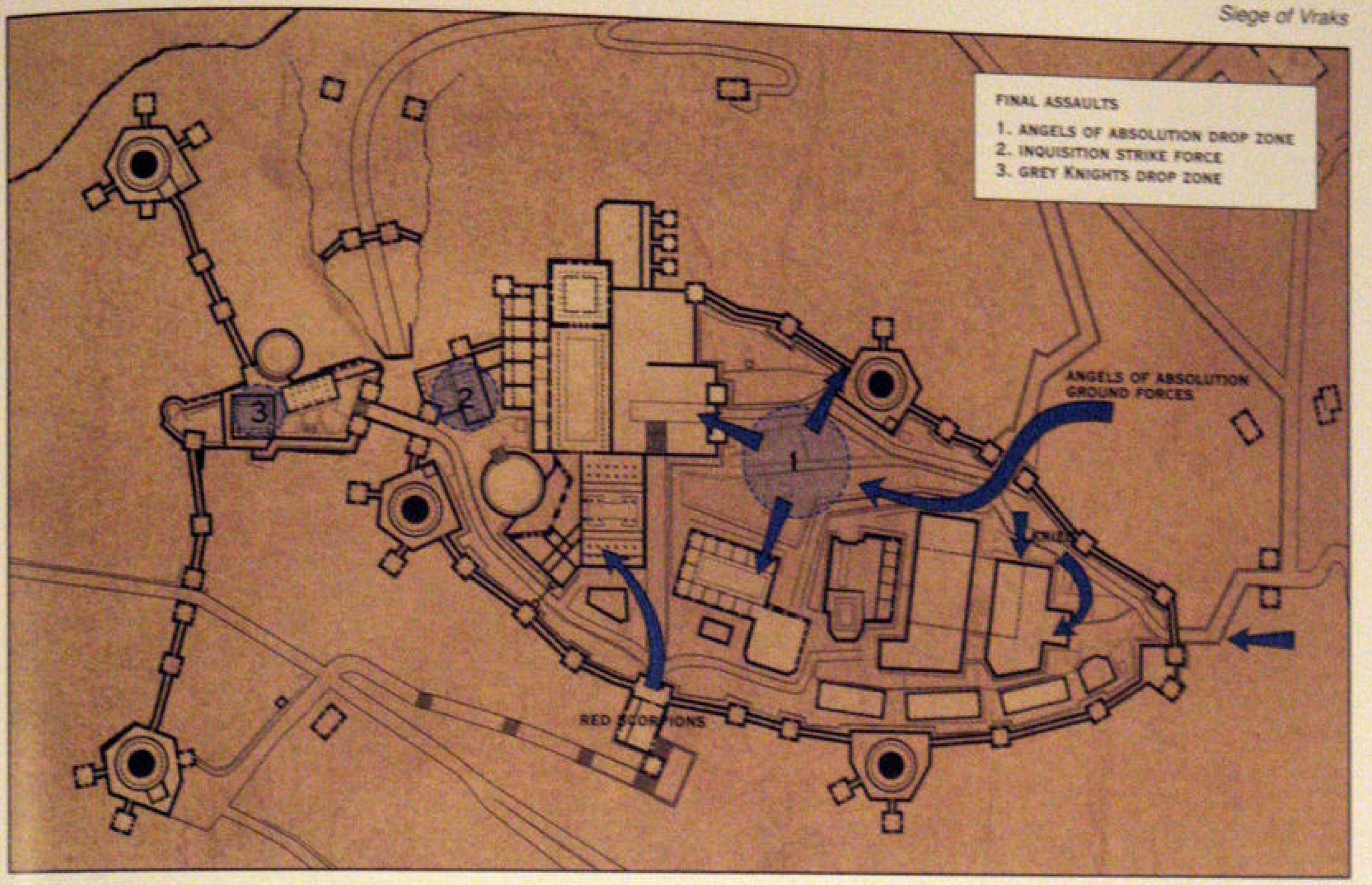
Red Scorpions Land Raider Helios, the third vehicle of the Armoury.
This vehicle was knocked out whilst climbing the Pilgrim's Way towards the St Leonis Gate.



Brass Scorpion of Khorne, sighted by Krieg forces during their failed attack upon the Citadel armoury.



Valdor tank hunter. Note its very poor state of repair. It is unlikely that this vehicle was still mobile, and it may have been deployed as a static 'bunker' position.



force. The Red Scorpions would also join in the kill, springing from their breach head at the St Leonis Gate to clear the Cardinal's Palace. The Imperial Guardsmen would be called upon too. It was only right that after so long and so many dead that the men of Krieg should be in on the final act of the war. The 150th regiment would be ordered to join the overwhelming assault, and the last of High Princeps Drauca's Titans would again support them. At last the final battle of this long war had come.

The Final Battles

Before the ultimate attack could begin, the Citadel was again subjected to a heavy and sustained artillery bombardment. The guns of the Krieg artillery companies poured shells onto the hill, overloading the remaining void shields and smashing the buildings within with concentrated fire that pummeled it day and night. Buildings were smashed into rubble and dust and towers collapsed in an inferno of destruction. Marauder bombers added to the firepower now crushing the Citadel into ruins. The bombardment aimed to reduce much of the Citadel to rubble in the hope of sparing the attacking infantry the task of clearing the buildings room-by-room. By the time the assault came, it was hoped that there would be little left of the Citadel but ragged shell-torn remains amidst piles of masonry and shattered stones churned into dust by repeated artillery impacts. Hidden below ground, the defenders would no doubt endure the punishment and emerge to face them when the attack came. The Citadel had been their ultimate objective for so long, the heart of the enemy's resistance, and it glowered down from its peak as if with an evil eye, seeing all that moved on the battlefields below, protecting the enemy and his stores within its impenetrable walls. Now it was no more. Even the sacred Basilica of St Leonis was targeted until repeated Bombard shelling felled the great spire. Men below cheered as first the spire leaned, then it slowly tumbled, crumbling into more ruins scattered across the inner ward's plaza.

As the destruction continued, playing out Lord Rex's promise not to leave any stone upon another on top of that hill, the many elements needed for the final battle were readying themselves. The *Liberatorii Delictum* was primed, her bombardment cannons were already joining the barrage that was preparing the ground for the drop pod assault. It would be targeted on the great courtyard and would take careful planning and precision execution to land the first waves on target. On the ground the armoured vehicles of the relief column were in place along with their supporting squads.

The remaining Red Scorpions squads were also ready. Re-armed and reinforced, Inquisitor Rex inspected the troops before sanctioning their attack plan. The Chapter had taken heavy losses in winning their foothold, but the war was not yet won, so they must fight again. The St Leonis Gate had been heavily reinforced by guardsmen, so the Red Scorpions could withdraw in preparation for their next mission.

Underground the engineers were ready for the final push and breakthrough into the undercroft. Their assault would require every available engineer company for a sustained effort to clear the Citadel from below. Inquisitor Rex expected the Adeptus Astartes Terminator squads to join that mission once they were freed from operations on the surface. Lord Rex would now lead a Grey Knights strike force personally. His first objective would be the former Priory of the Argent Shroud, followed by the inner keep with the censorium tower and the Aedificium.

Lord Rex knew that what awaited them inside was going to be a hellish enemy – the last Warp spawned dregs, but fighting with a ferocity borne of desperation. The Citadel was now the haunt of daemons and mutants, daemonic and possesed war engines and unnamed horrors that spilled from the ether to feast upon human souls.

Top: Inquisitorial storm trooper transports await the order to advance deeper into the daemon-haunted ruins of the Citadel.
Above: The Angels of Absolution lend their armoured weight to the assault upon the Citadel.

Inquisitor Lord Hector Rex and his retinue arrive before the third assault upon the Citadel of Vraks. He is accompanied by the Grey Knights of Strike Force Arturus – Terminators can be seen disembarking from their Thunderhawk transport.

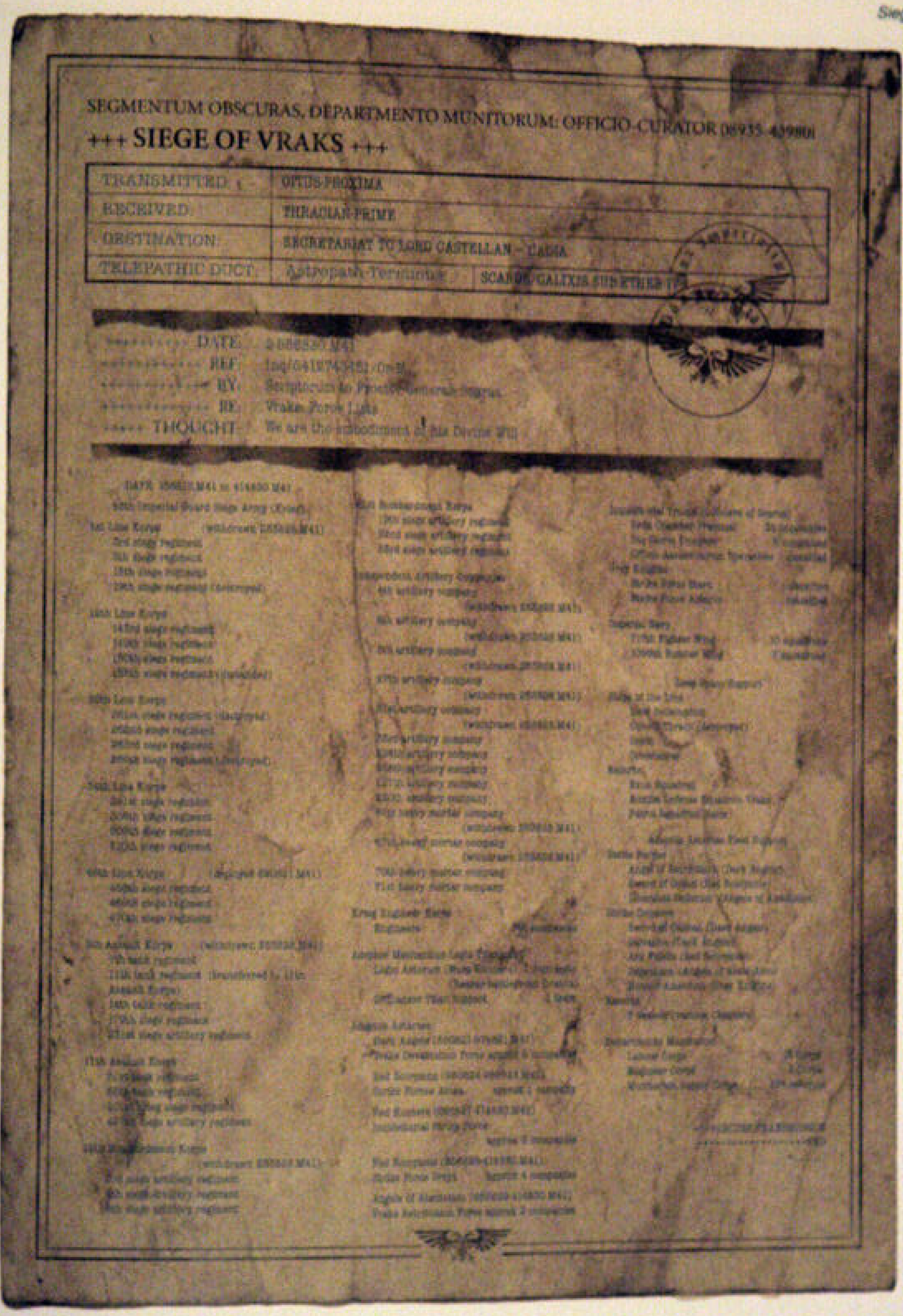
Arrayed for the Inquisitor's arrival are the squads and vehicles of the Red Scorpions Chapter, whilst overhead their Thunderhawks are still arriving with additional forces for the forthcoming battle.

Inquisitor Lord Hector Rex and his retinue arrive before the third assault upon the Citadel of Vraks. He is accompanied by the Grey Knights of Strike Force Arturus – Terminators can be seen disembarking from their Thunderhawk transport.

Arrayed for the Inquisitor's arrival are the squads and vehicles of the Red Scorpions Chapter, whilst overhead their Thunderhawks are still arming with additional forces for the forthcoming battle.

Top: Wreathed in smoke and flames, the Angels of Absolution secure the Basilica of St Leonis

Above: Krieg engineers emerge from the undercroft into the blasted remains of the Citadel. Behind are the smoking remains of a former barracks block.


SEGMENTUM OBSCURAS, DEPARTMENTO MUNITORUM: OFFICIO CURATOR 08935 459801

+++ SIEGE OF VRAKS +++

TRANSMITTED:	OPTUS PROXIMA
RECEIVED:	TIRACIAN PRIME
DESTINATION:	SECRETARIAT TO LORD CASTELLAN - LAGNA
TELEPATHIC DUCT:	Astropath Terrestrial

DATE:

REF:

KEY:

ID:

THOUGHT:

Following extensive investigations and interrogations, it was found that the six surviving sisters of the Argent Shroud

Malleus. This brought outrage from the Ordo Hereticus Inquisitors who wanted members of their Ordo Militant returned

martyrs of Vraks, as they came
known, were considered too dange
too tainted. They had seen too

PLANETARY SURVEY: APPENDUM
VRAKS PRIME [circa 414830.M41]

Segmentum: Obscurus.

Sector: Scarus.

Sub-sector: Kerak.

System: Vraks. Four planets (Prime, Secundus, Tertius and Uryx).

Surveyed: Unknown.

Planets: Inner Planets – Vraks Prime – post-volcanic, temperate.

Outer Planets: Vraks Secundus - rock
Vraks Tertius - rock
Uryx - iceball, no atmosphere.
Large asteroid trapped in gravitational field.

Satellites: Vraks Prime - 0
Vraks Secundus - 1
Vraks Tertius - 1
Uryx - 0

Asteroids: Outlying asteroid fields – uncharted.

Comets: None known.

VRAKS PRIME
Interdicted World – by Inquisitorial Order.

"Henceforth no man shall set foot upon this world, and all around shall be set sentinels to ward against unwary spacecraft. We must accept that this place is lost to us forever, and is now the eternal habitation of abomination."

Summary: Following the 18 year siege of Vraks against the heretic forces of the Apostate Cardinal Xaphan and his allies of the Legionii Traitoris, the unrestricted use of chemical and biological weapons and the attempted opening of the Vraks portal has resulted in Vraks becoming a world no longer fit for habitation. The residue of chemical weapons can kill in seconds and biological agents are still rife. Vraks is now a blasted war-scoured world, littered with trenches and destroyed bunkers, filled with the moulding bones of the long dead. These places are still haunted by heinous creatures and the planet (especially the now destroyed Citadel of Vraks) is subjected to unpredictable warp rifts.

All human life upon Vraks has now been eradicated, what remains of its smashed infrastructure is deemed beyond use and repair by the Administratum. Vraks' use as an Armoury world has now been terminated.

The campaign to recover Vraks was deemed a victory.

Admittance to the Vraks system is only by Ordo Malleus authorisation, security grade – Beta-Extremis. By application to the Chamber of the Proctor-General, Conclave of Scarus.

Reference: Also see First Vraks Incursion, Second Vraks Incursion, Third Vraks incursion, etc. Vraksian War, 166813.M41 Vraks uprising – suppression of.

Official History: see *"A History of later sieges - Segmentum Obscurus, vol V, VI and VIII. Vraks, parts I, II and III."* by Ordo Historicus Master Scribe Usuri.

Forward to: Ordo Malleus Archive – Thracian Prime. Copies also to the Department of the Curator-Prefectus, Archive 118. Officio of the Inquisitorial Represenative, Terra.

Size: Equitorial Distance – 6,300 miles

Gravity: 1.05G

Satellites: None

Population: 0

Rotation Speed: 1,100 mph

Orbit: Mean orbital distance is 172 million kms from the star.

Climate classification: Temperate – standard (tempestuous)

Mean surface temperature: 11°C

Tropospheric Composition: Nitrogen 78.8%, Oxygen 19%, Argon 1%, Ozone 1%, Carbon Dioxide 0.1%, Sulphur 0.1%

Tithe Grade: Aptus Non

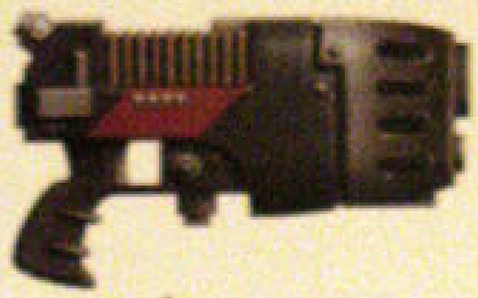
Climatic Regions: Polar Caps – small northern and southern polar caps, perma-frost, un-explored.

End .....>>>

<<< For further information see Vraks-Prime, Planetary Survey. Pre-166813.M41>>>

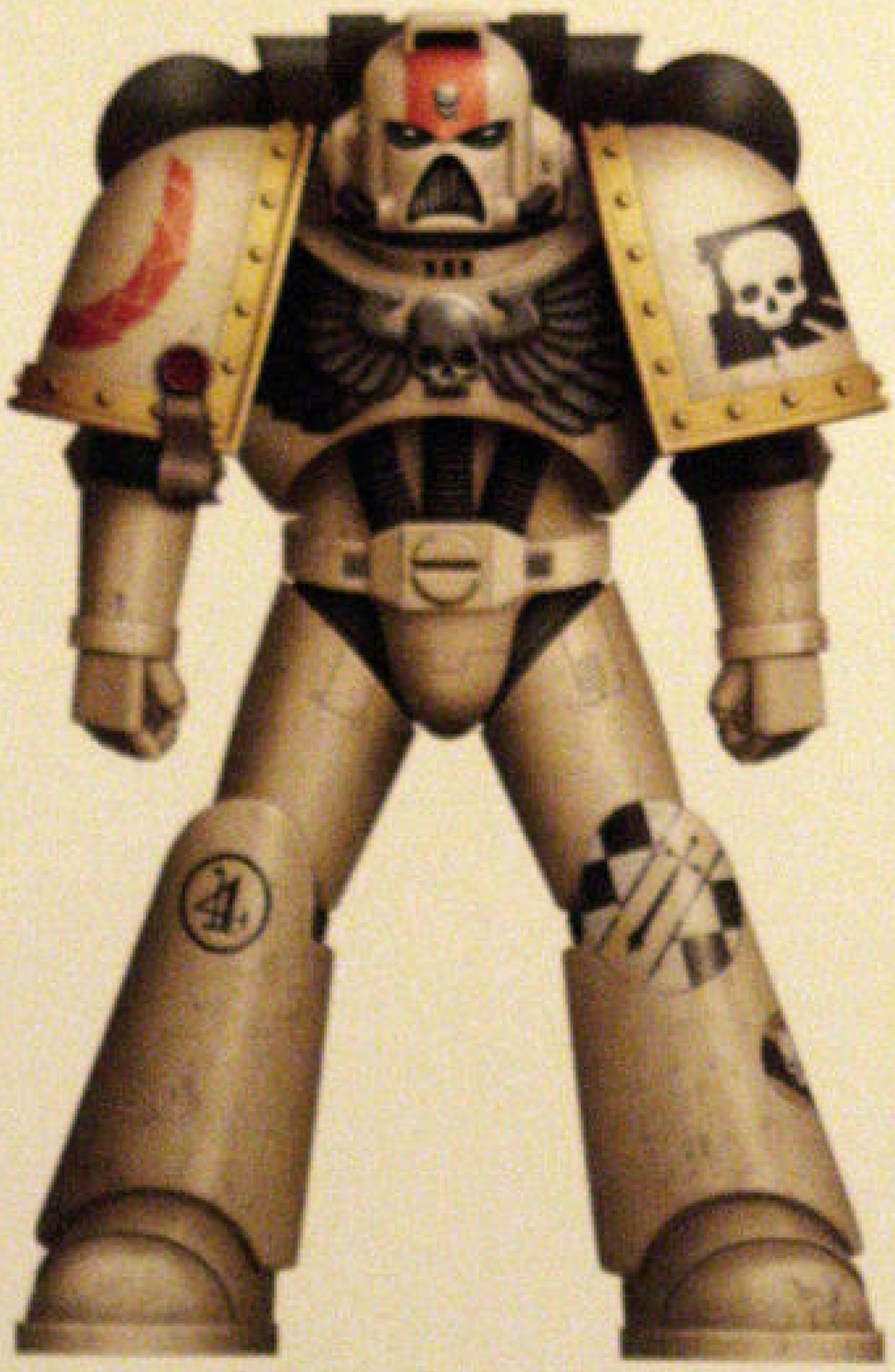
ANGELS OF ABSOLUTION
VETERANS SQUAD RAPHAEL
4th Squad, 1st Company

1. Veteran Sergeant Raphael
104 missions



1.

2.



2. Veteran Brother Otnael
59 missions

3. Veteran Brother Reuel
60 missions

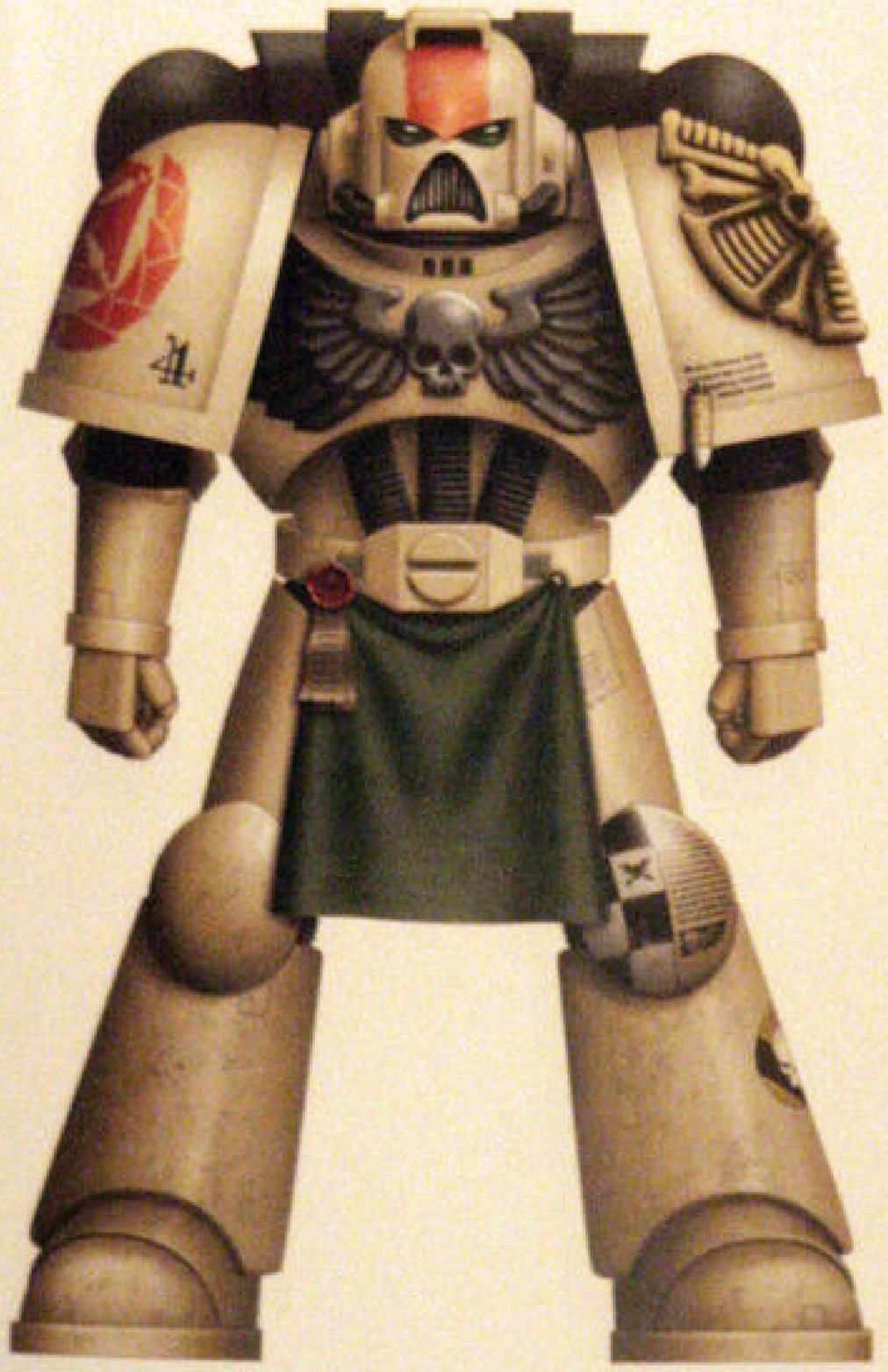
3.

4.

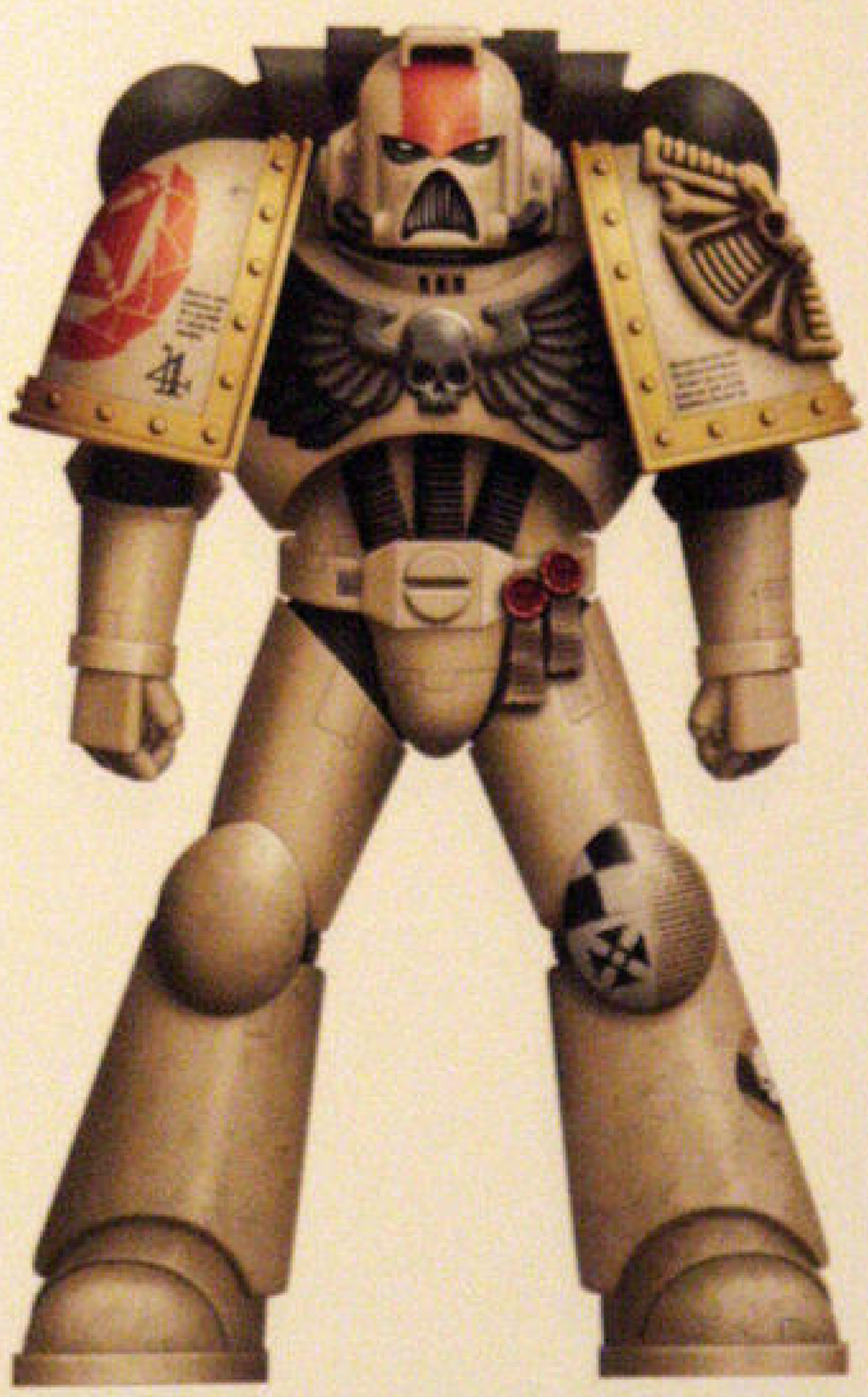
5.

1. Plasma Pistol and Bolt gun
2-3. Bolt gun with scope
4. Bolt gun
5. Flamer

1. **Standard bolt.**
Mass-reactive, armour piercing, micro-explosive warhead.
2. **Hellfire bolt.**
Mass-reactive, fragmentation warhead, bio-acid core.
3. **Dragonfire bolt.**
Proximity fuse, super-heated gas vial core.
4. **Kraken bolt.**
Mass-reactive, adamantine core, improved propellant.
5. **Vengeance bolt.**
Penetrator warhead with unstable flux-core. Hazardous.

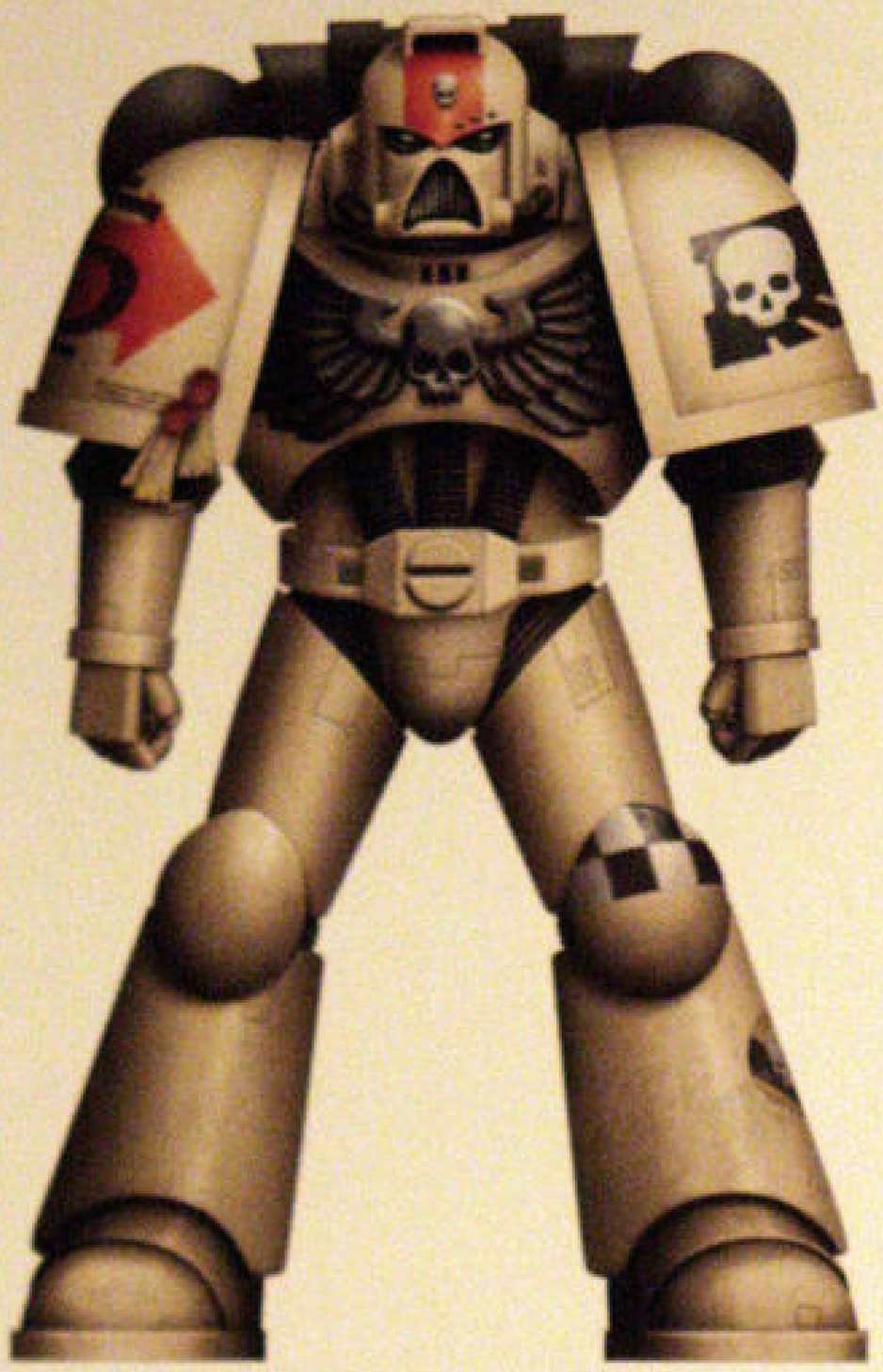


4. Veteran Brother Itamar
84 missions



5. Veteran Brother Gefen
71 missions

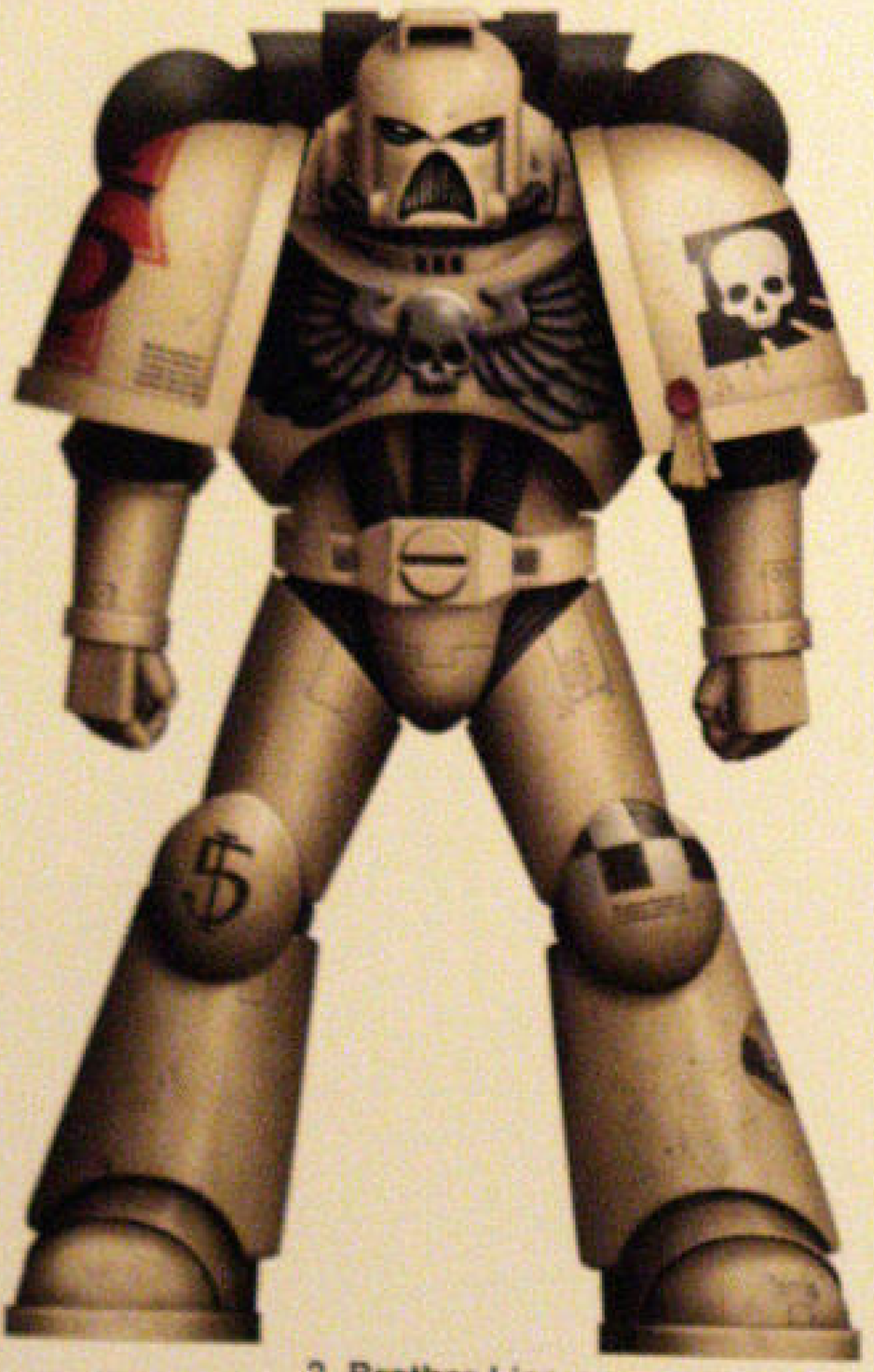
ANGELS OF ABSOLUTION
TACTICAL DEMI-SQUAD EITAN
5th Squad, 4th Company



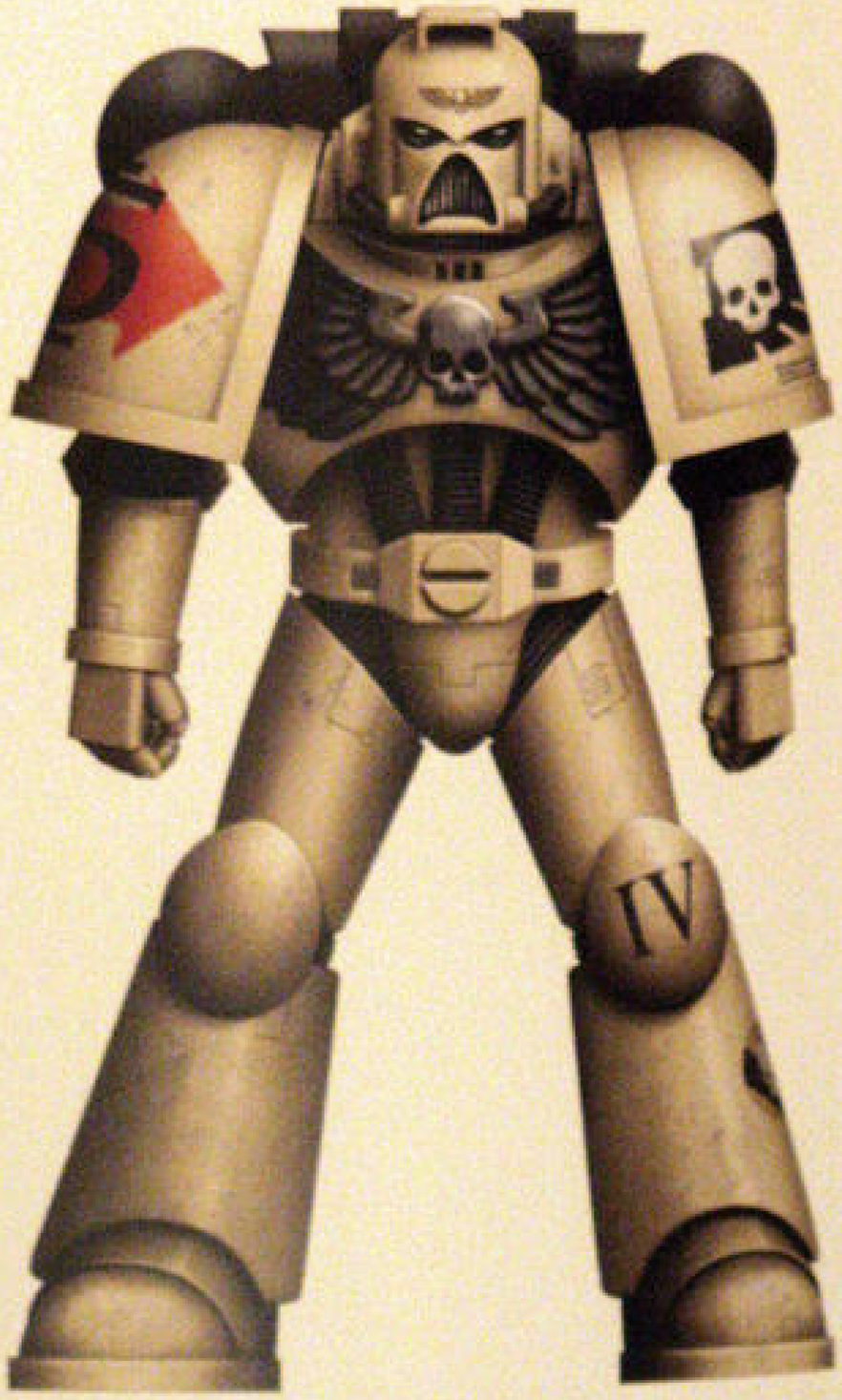
1. Sergeant Eitan
26 missions

1.

2.



2. Brother Lior
19 missions

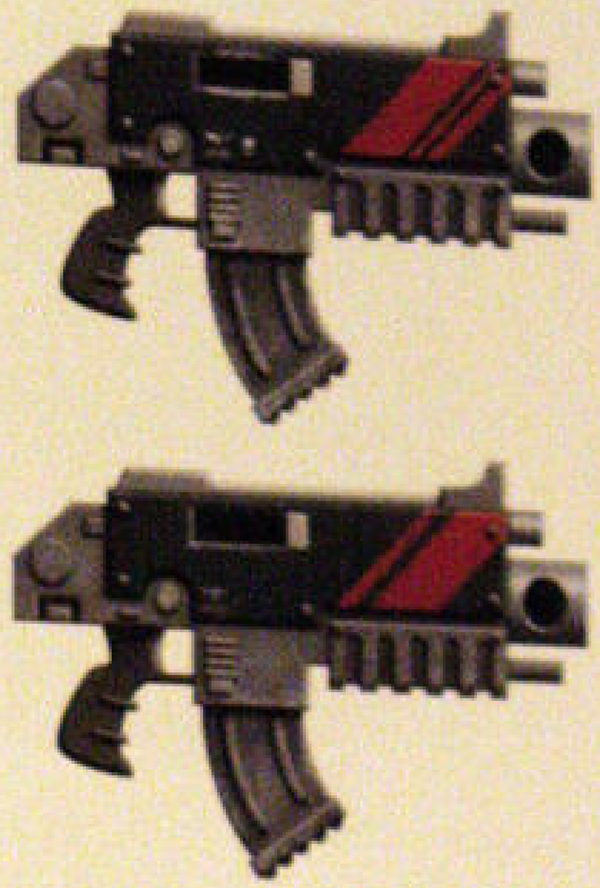


3. Brother Gad
8 missions

1. Bolt pistol and powersword

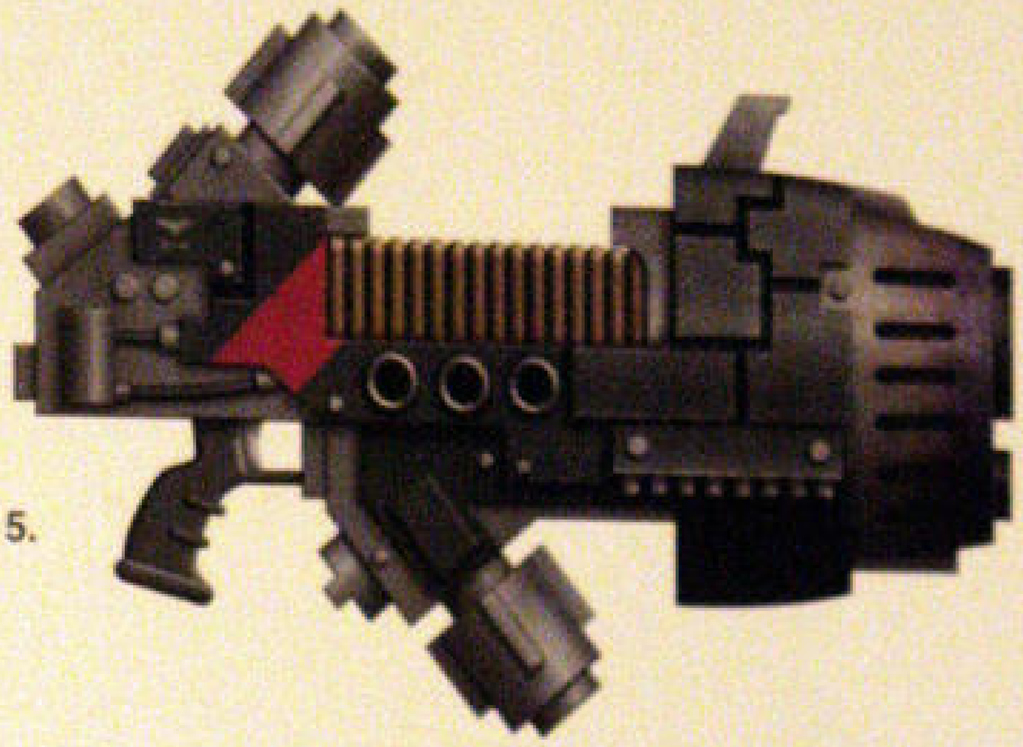
2-4. Bolt gun

5. Plasma Cannon

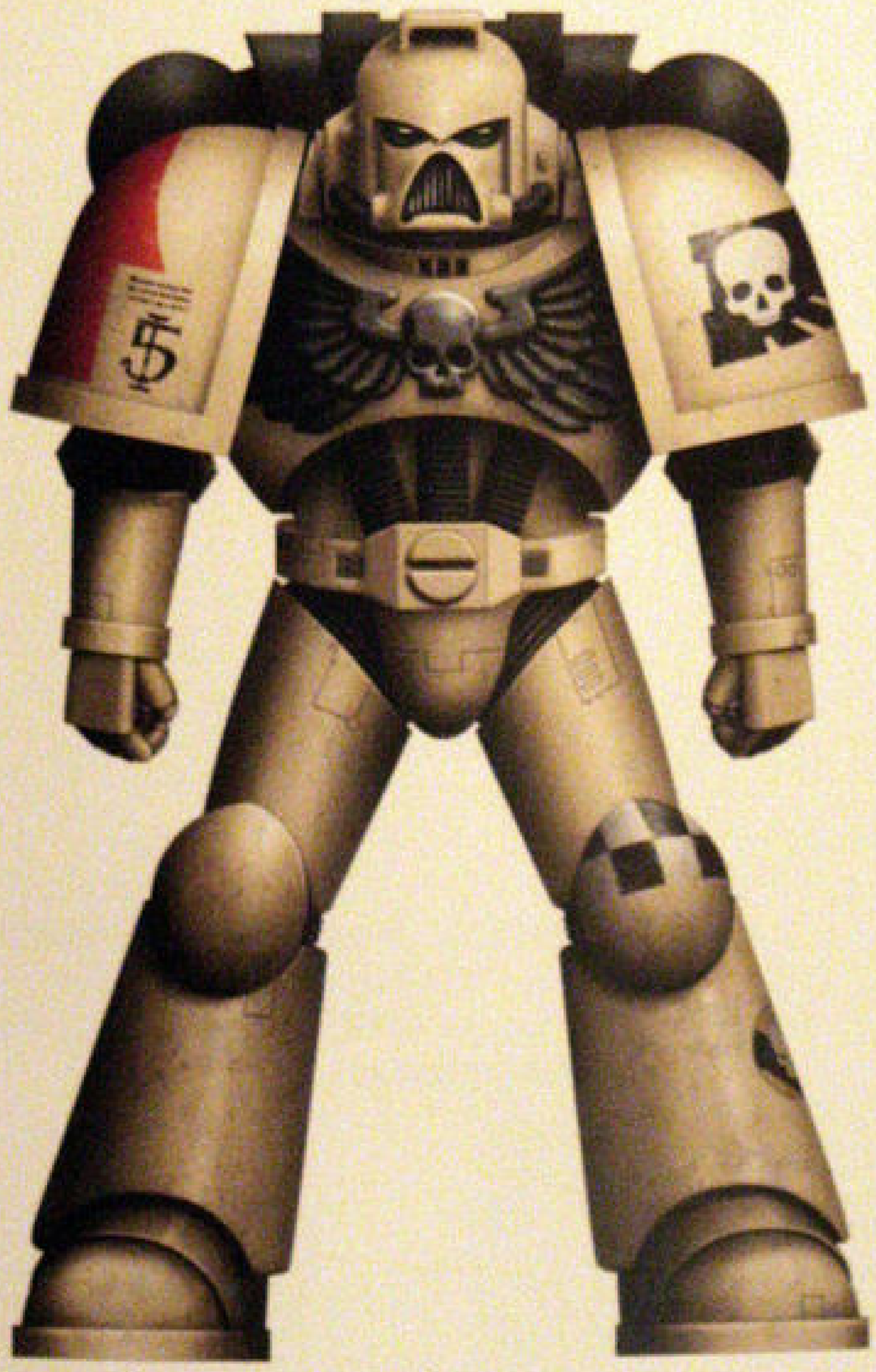


3.

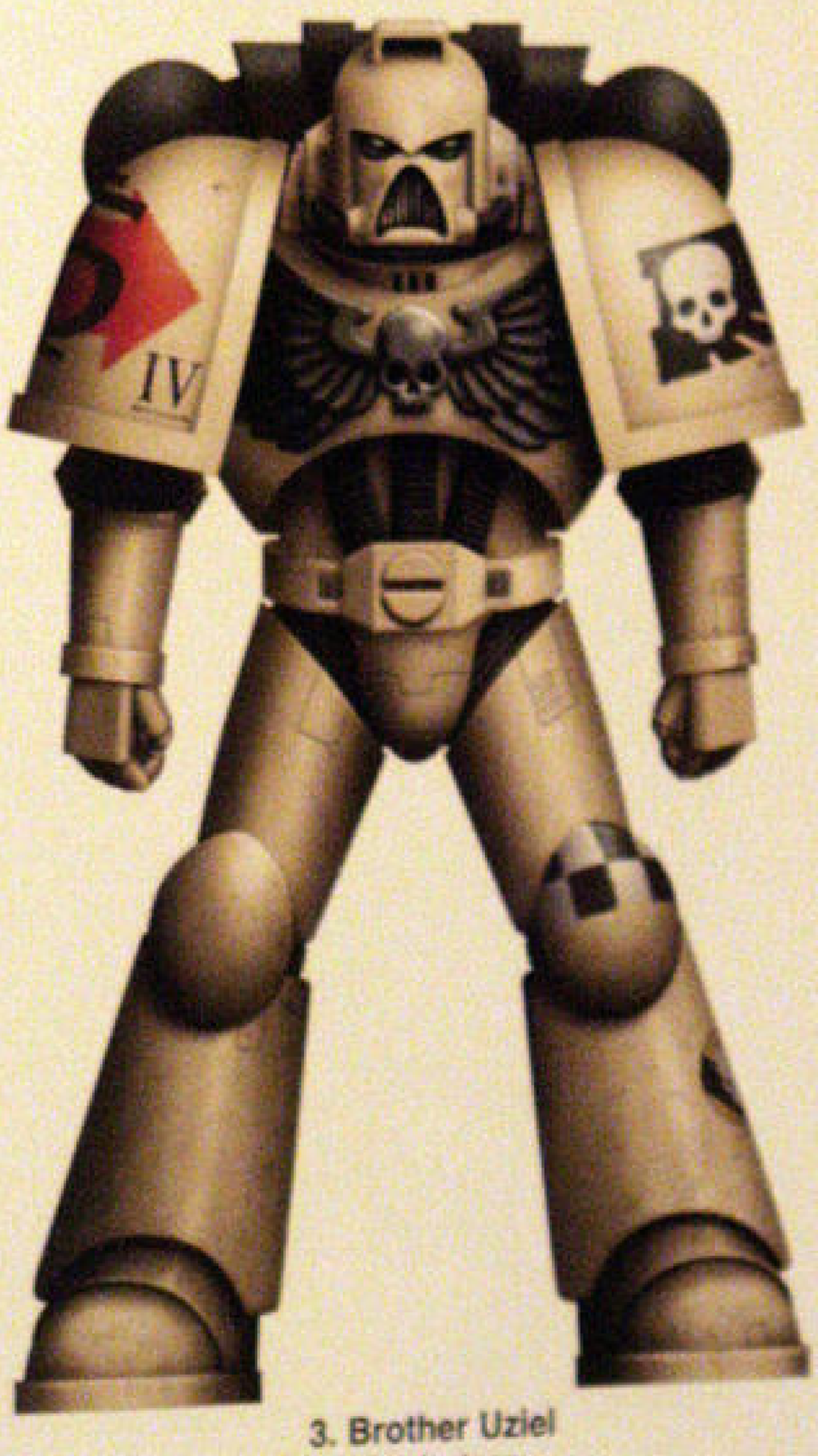
4.



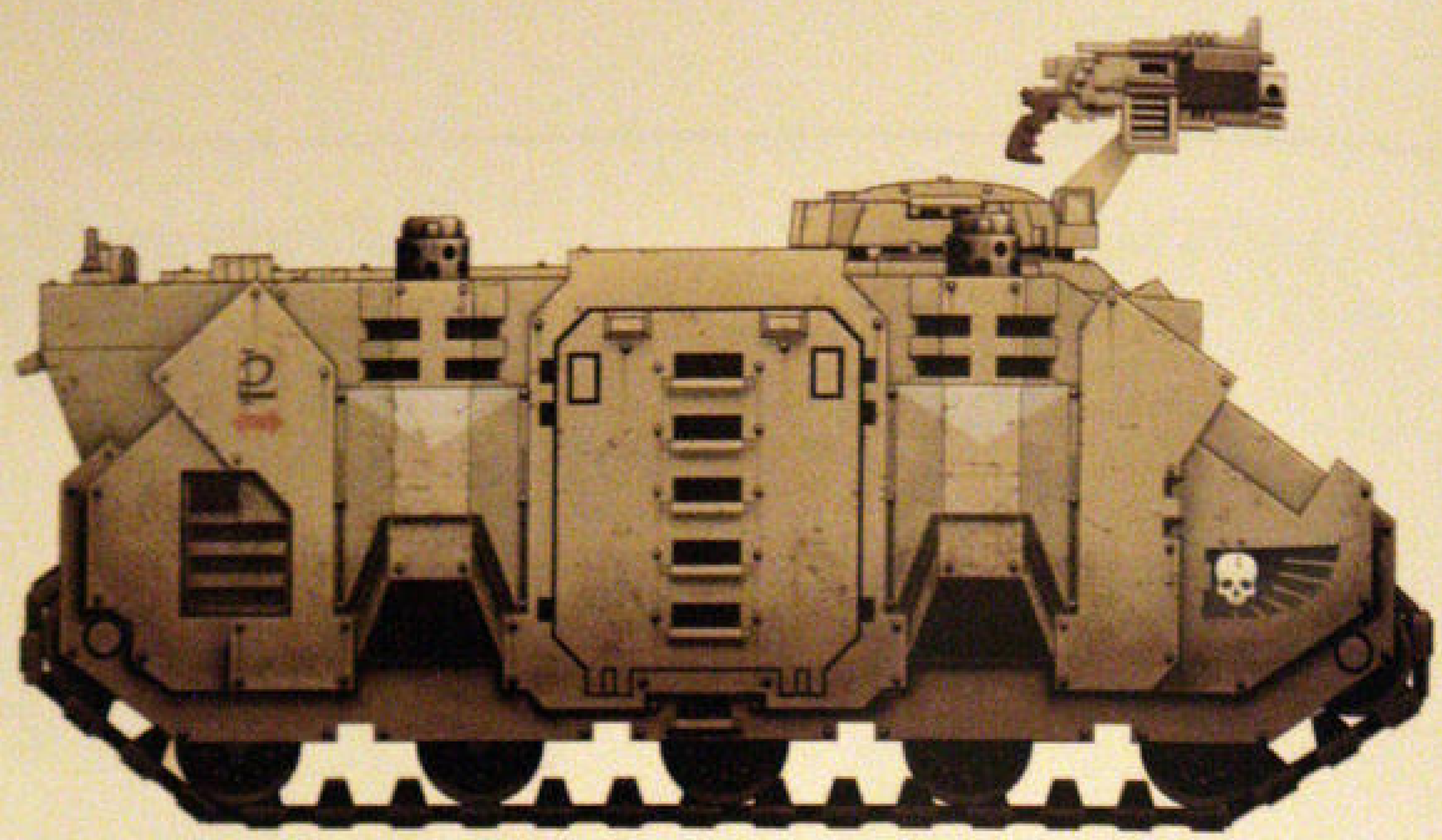
5.



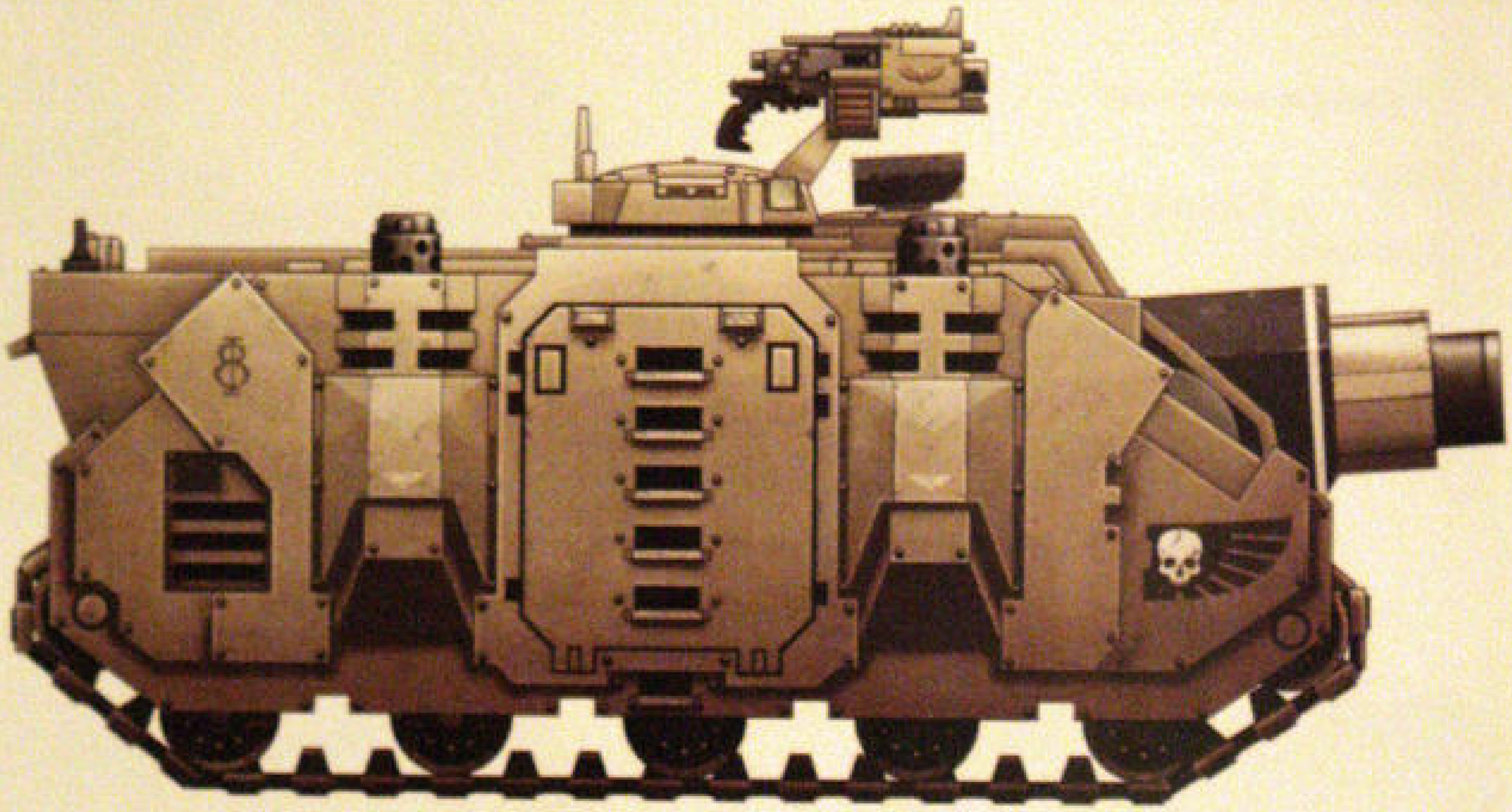
3. Brother Tamyr
15 missions



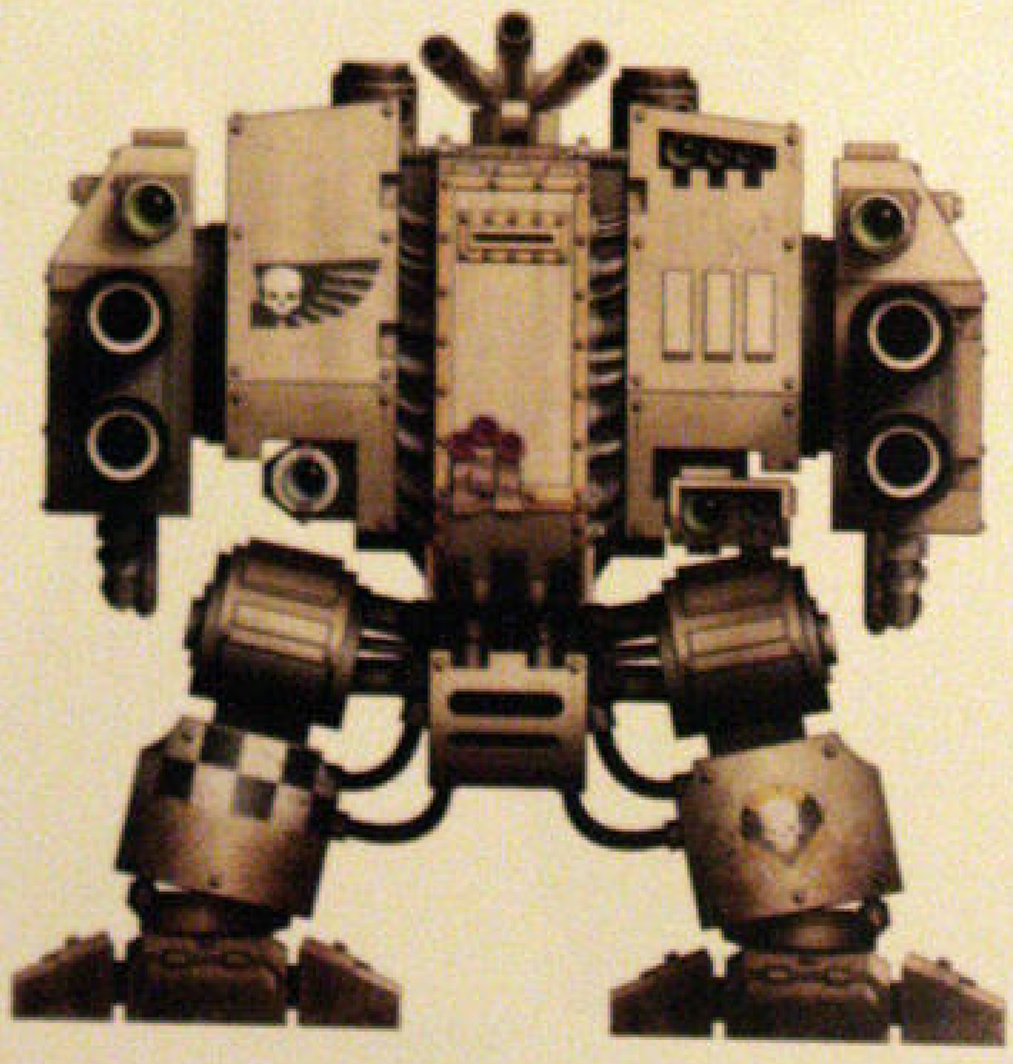
3. Brother Uziel
23 missions



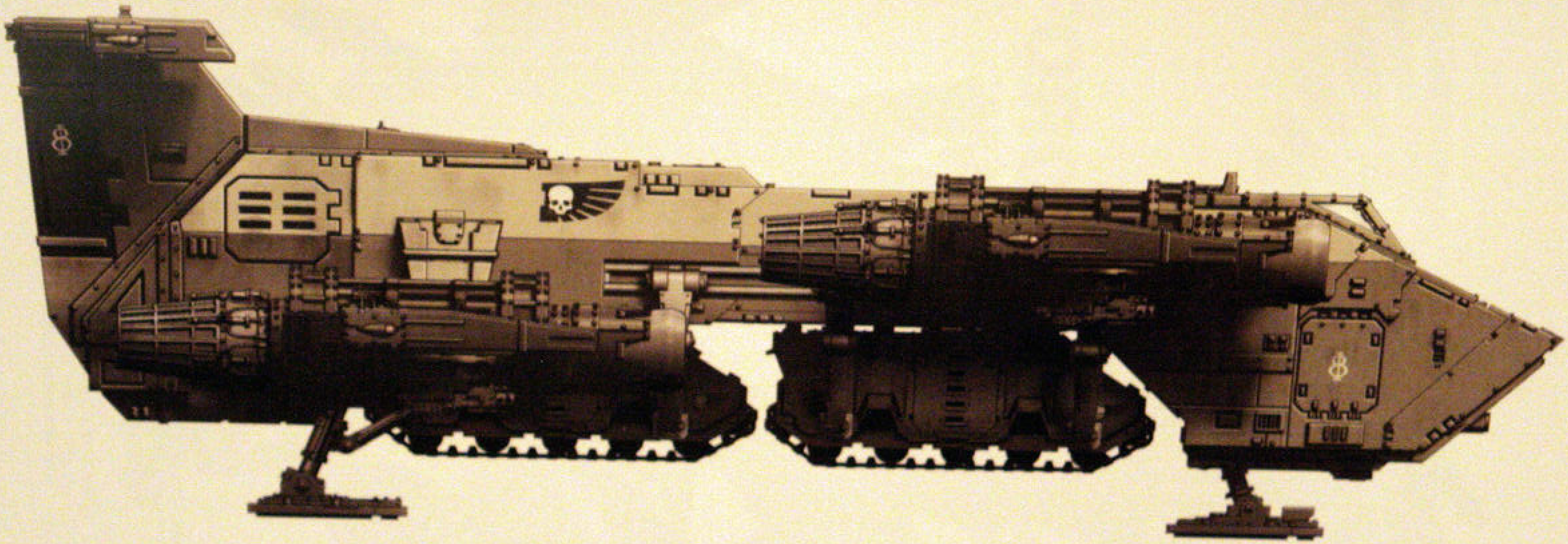
Angels of Absolution Rhino with reinforced armour. This vehicle delivered the 2nd Tactical squad into the outer ward.



Angels of Absolution Vindicator with reinforced armour, deployed to support the close-quarters fighting in the Citadel's outer ward.



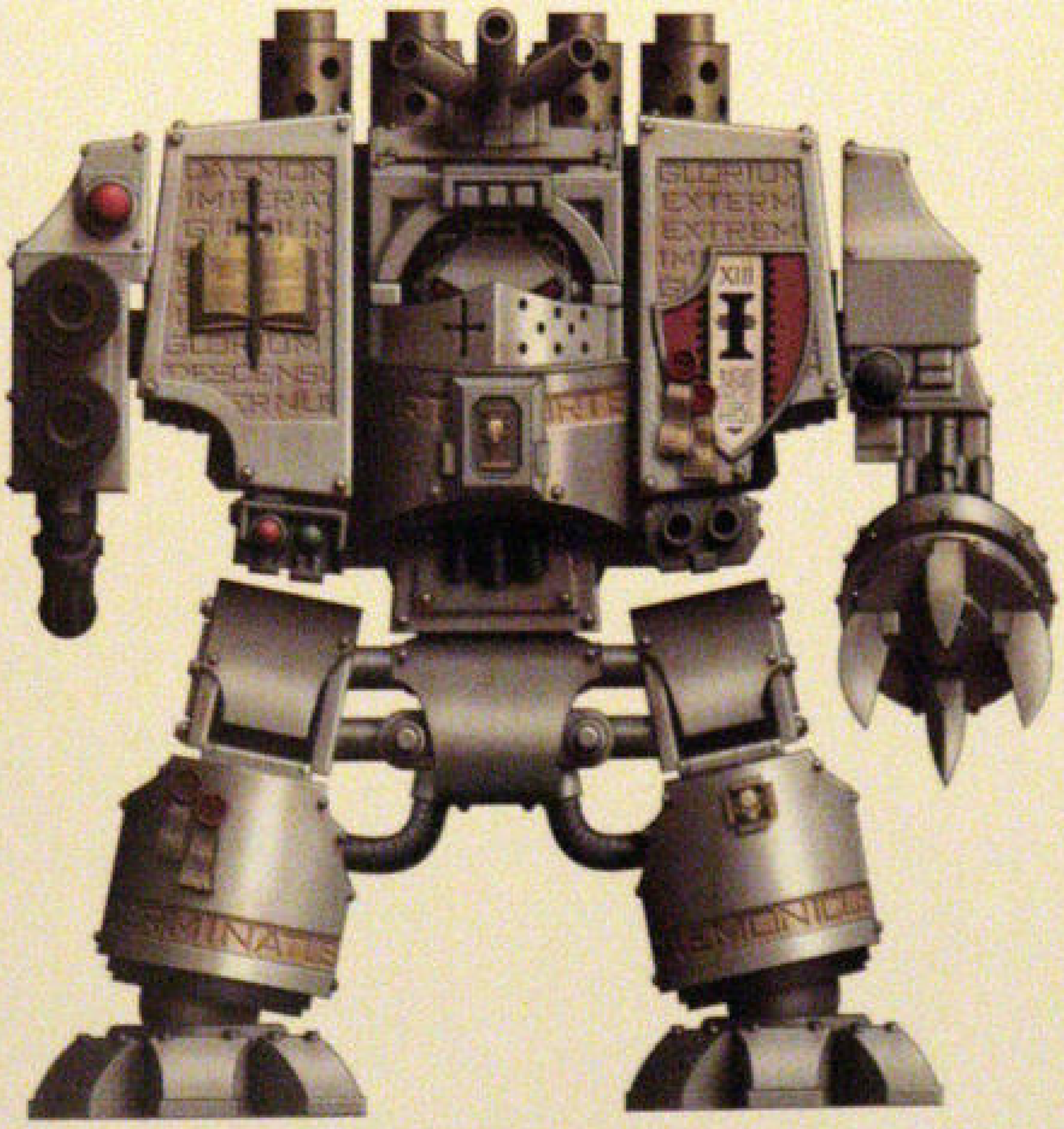
Angels of Absolution, Mortis pattern Dreadnought armed with two twin-lascannons. Brother Amiel formed part of Master Yafnir's strike force during the hunt for Arkos the Faithless.



Angels of Absolution Thunderhawk transporter. Its main role was delivering Rhino transports to the ground forces before their attack.

Brass Scorpion of Khorne, encountered by Lord Hector Rex's forces during their operation to clear the tainted Priory of the Argent Shroud.

FORCES OF THE IMPERIUM

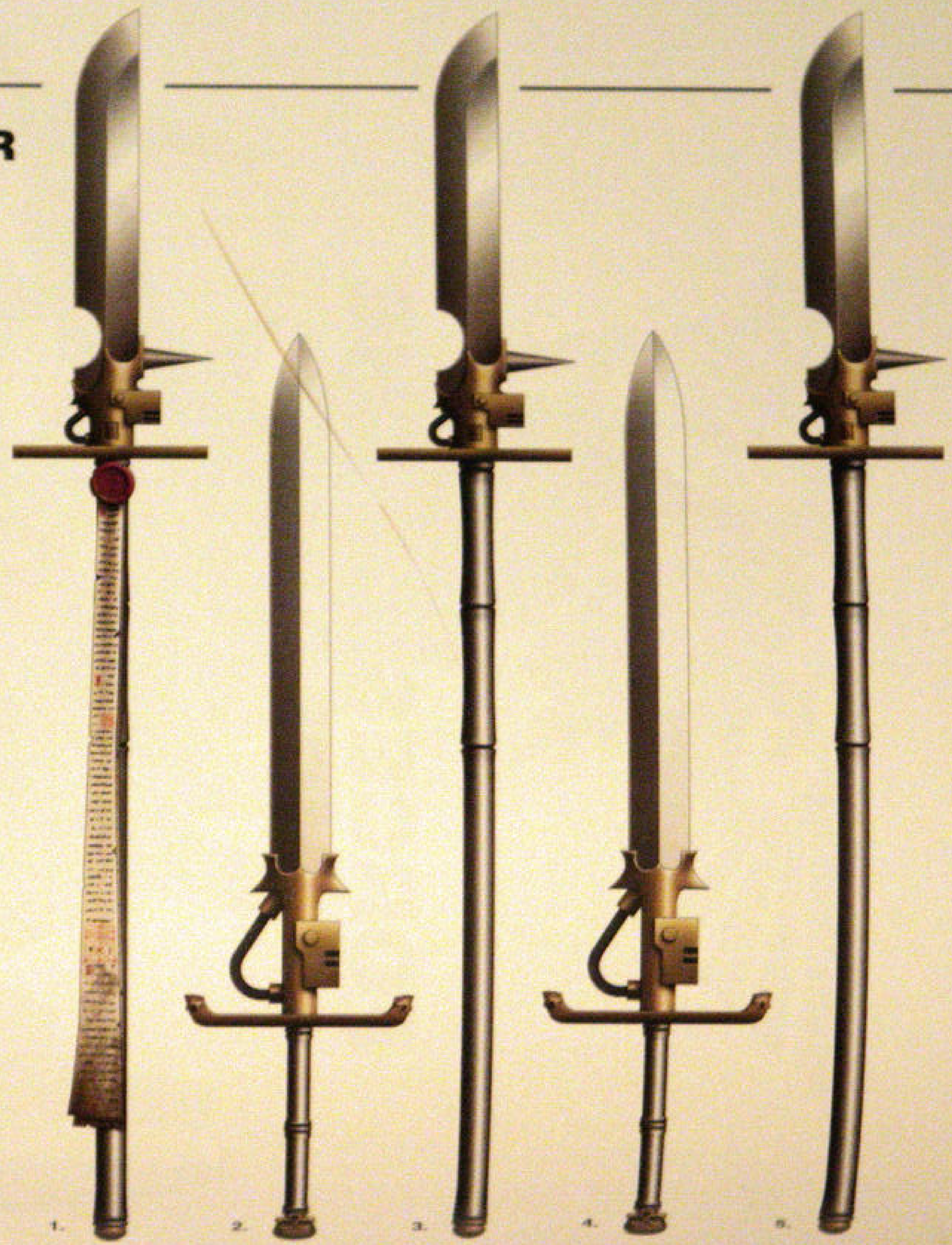


Brother Mordechai, MkIV Dreadnought of the Grey Knights Chapter, armed with twin-linked lascannons and powerfist. For the duration of the Vraks campaign Mordechai formed part of Brother Captain Stern's strike force.

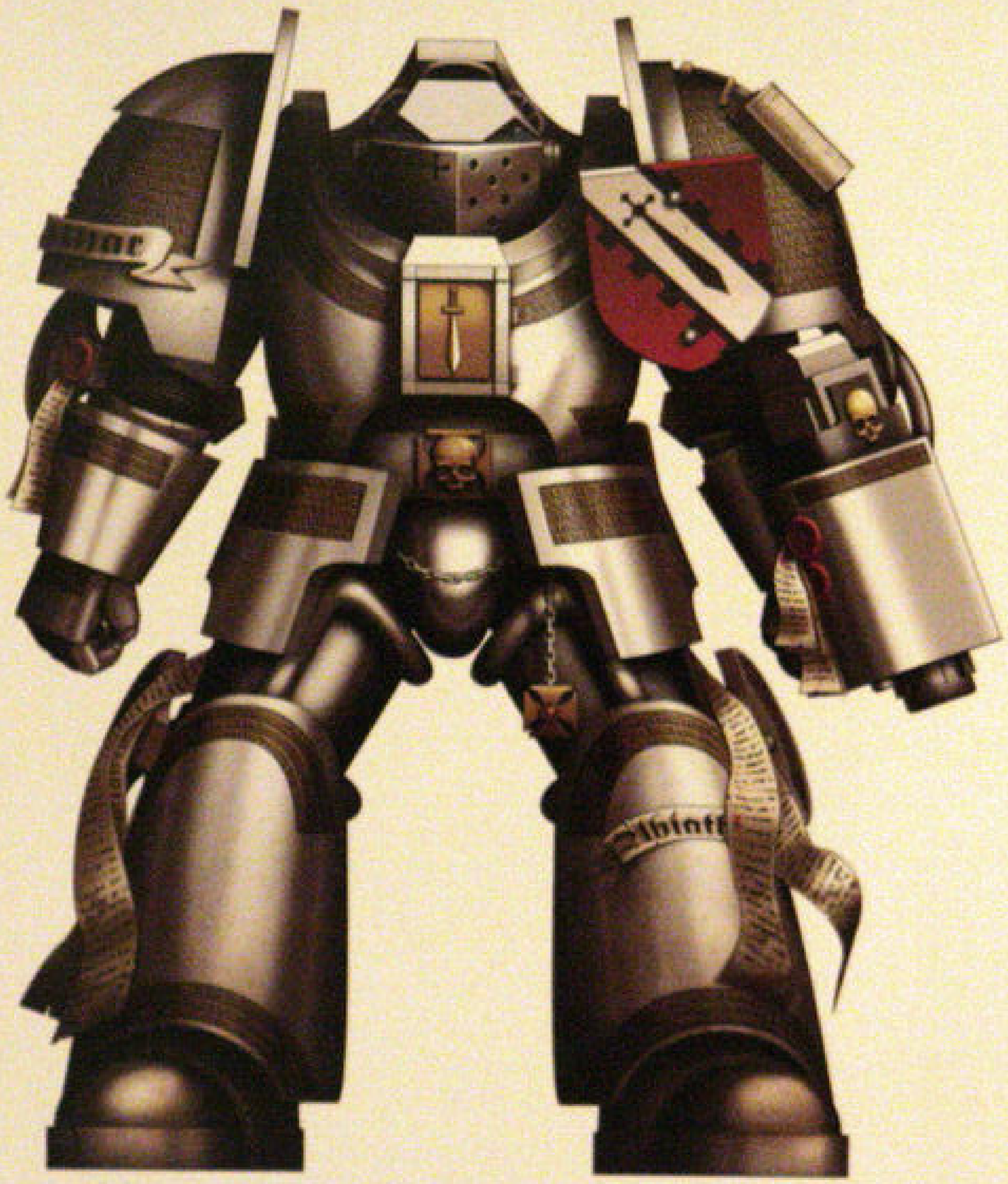
GREY KNIGHTS TERMINATOR SQUAD MATTAN

Part of Strike Force Stern. Brother Captain Mattan was Captain Stern's second-in-command for the duration of the Vraks Incursion.

1. Brother Captain Mattan
182 missions. WIA on Vraks



Grey Knights Weapons
1-5. Nemisis Force weapons
(Halberd and Greatsword)



2. Veteran Brother Abiathar
97 missions. Armed with psycannon.

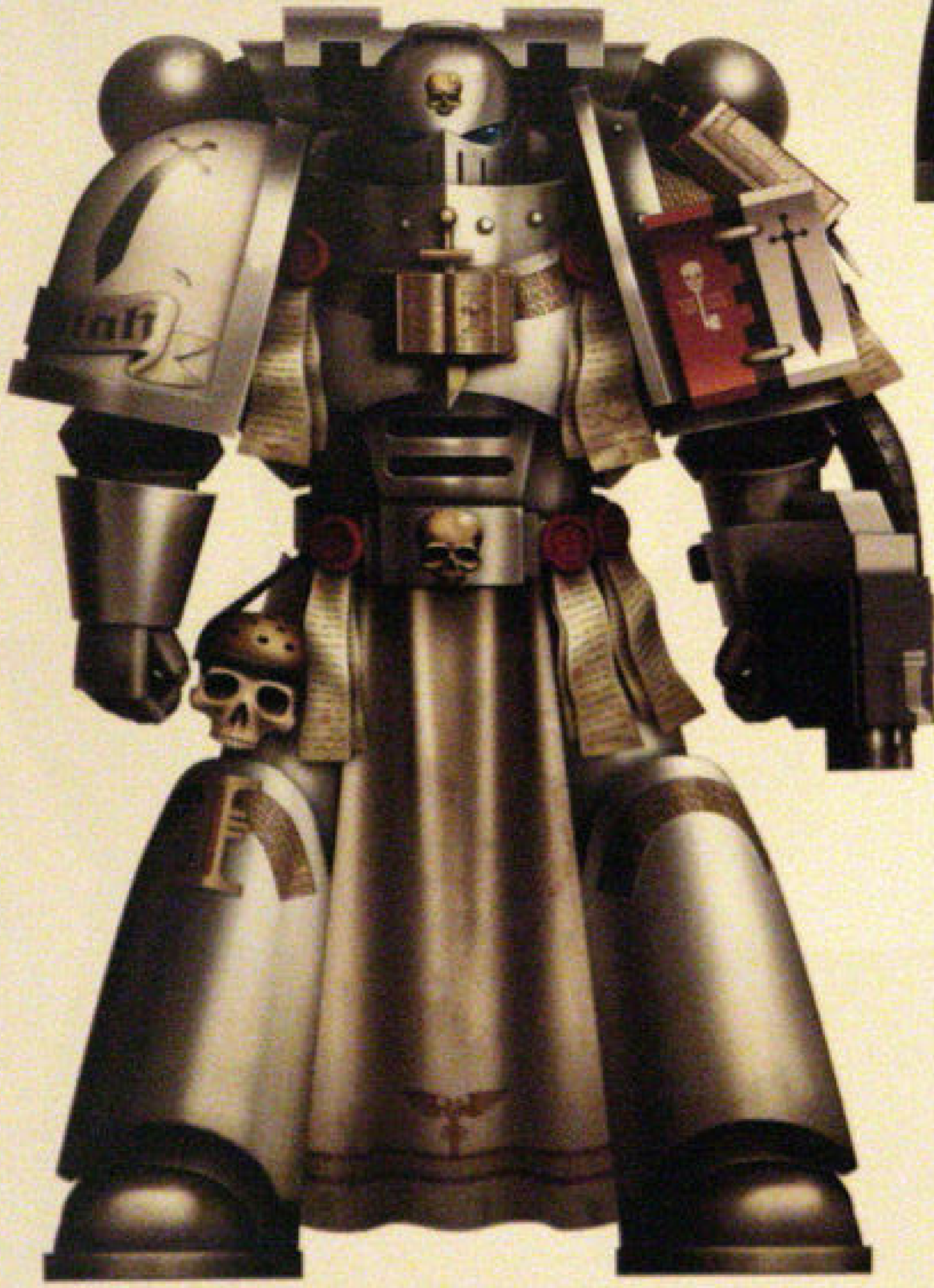
3. Veteran Brother Maran
101 missions. WIA on Vraks

4. Veteran Brother Sagie
81 missions. KIA on Vraks

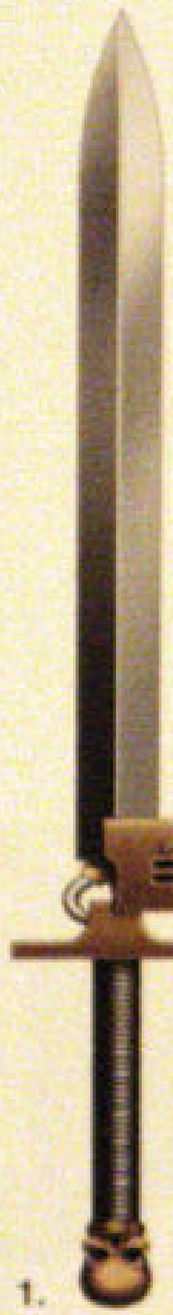
5. Veteran Brother Barzilai
98 missions.

GREY KNIGHTS SQUAD JEDIDIAH

Part of Strike Force Arturus. Justicar Jedidiah led this squad in the assault upon the Cardinal Gate.



1. Justicar Jedidiah
77 missions.



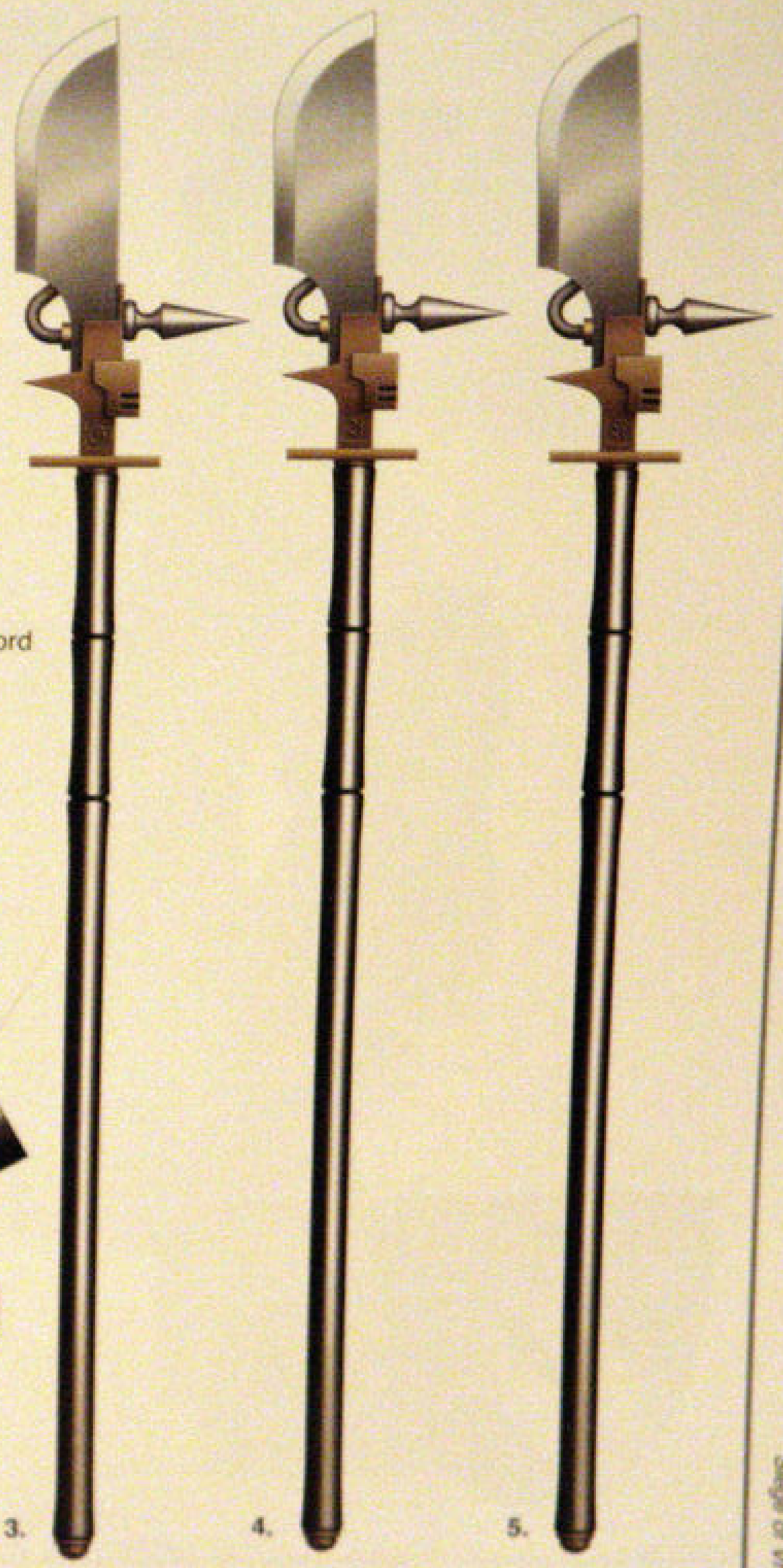
1.

2.

Grey Knights Weaponry

1. Nemesis Force Greatsword
2. Incinerator

3-5. Nemesis Force Halberd



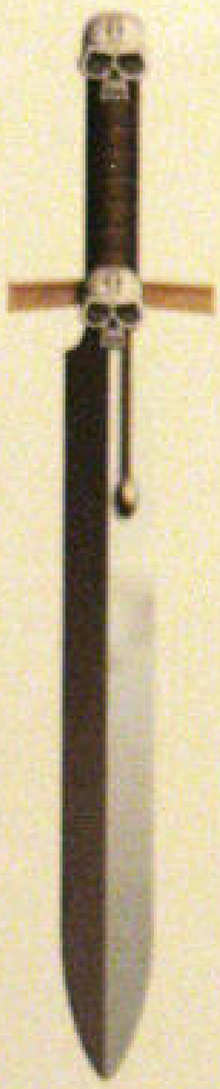
3. 4. 5.

2. Veteran Brother Jelen
67 missions, squad 2-i-c

3. Veteran Brother Kaebi
51 missions

RED HUNTERS
TERMINATOR SQUAD ZOKURA
3rd Squad, 1st Company

1. Veteran Sergeant Zokura
87 missions



1.

Squad Zokura were attached to various Inquisitors for missions during the final battles for the Citadel. During tunnel clearing operations in the Undercroft they achieved a kill ratio of 97:1.

1. Powersword and Storm bolter
2. Storm bolter and Chainfist
3. Storm bolter and Powerfist
4. Cyclone missile launcher and Storm bolter
   The Cyclone is a shoulder mounted, rapid firing multiple missile launcher, pre-loaded with krak and frag warheads. It provides a Terminator squad with heavy, versatile firepower in addition to their storm bolters.
5. Storm bolter and Chainfist

2.

4.

3.

5.

4. Veteran Brother Sameer
33 missions

5. Veteran Brother Mnarus
32 missions

RED HUNTERS TACTICAL COMBAT SQUAD DRAKIN

2nd Squad, 3rd Company

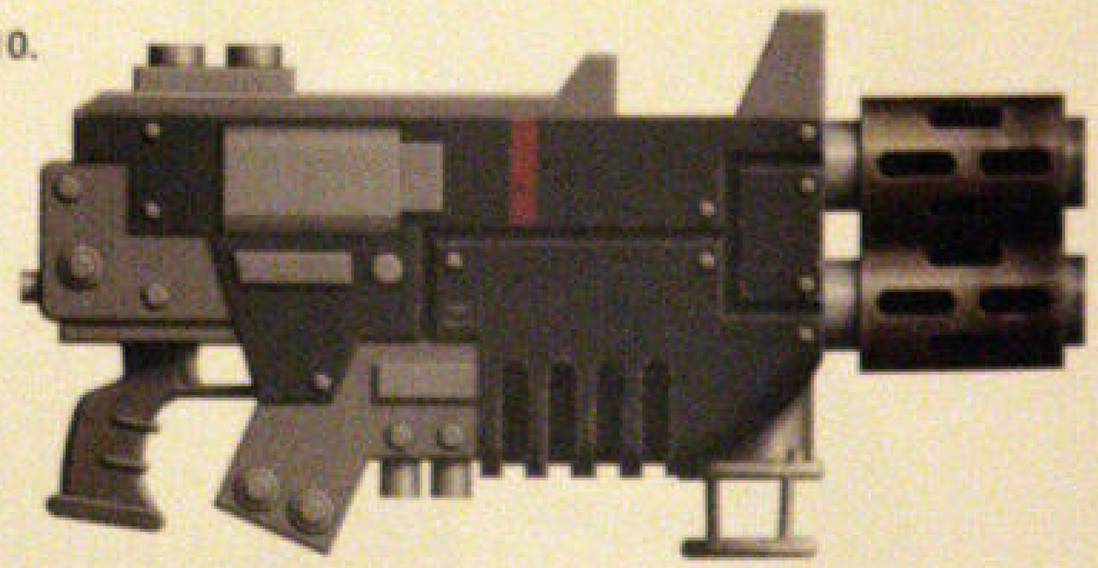
6. Veteran Brother Drakin
32 missions

6.

7.

8.

9.



10.

6-7	Bolt gun incorporating scope
8-9	Bolt gun, standard issue
10	Multi-melta

Chapter Badge

Attached to Inquisitor Giaus Kahn's strike force, squad Drakin deployed via drop pod during the disasterous attempt to capture the Citadel armoury gates. It was cut off and annihilated in the battle.

7. Brother Ashage
14 missions

8. Brother Ardsyna
6 missions

9. Brother Daorm
9 missions

10. Brother Mora
12 missions

KRIEG 261st SIEGE REGIMENT

Uniforms and equipment prior to their assault upon the Citadel. The resulting battle was the regiment's final action of the campaign. Massive losses caused it to be disbanded after the assault.

1. Infantryman
2. Grenadier
3. Engineer
4. Death Rider

1.

2.

GREY KNIGHTS LAND RAIDER REDEEMER

Like all Space Marine Chapters, the Grey Knights have their own Chapter foundry, forge and manufactorum, all protected within the walls of their secret fortress-monastery upon the moon Titan. The forge provides the Chapter with all its materiel needs, including the capability to manufacture armoured vehicles, and its foundries produce the hulls of the Chapter's Land Raiders.

Of all the Space Marine Chapters, the Grey Knights make the most use of the Land Raider's varied patterns, utilising most of the available patterns. Having their own dedicated manufacturing facility means the Grey Knights can keep their armoury fully equipped. Uniquely, each Grey Knights squad can have a Land Raider as its battlefield transport should the need arise.

As with all Land Raiders these are advanced tanks, their armour being made from sophisticated alloys. It has its own powerful machine spirit, which is well shielded against daemonic attacks by inscriptions, sigils and wards. These arcane symbols are often inscribed upon the hull along with litanies of faith that keep daemons at bay.

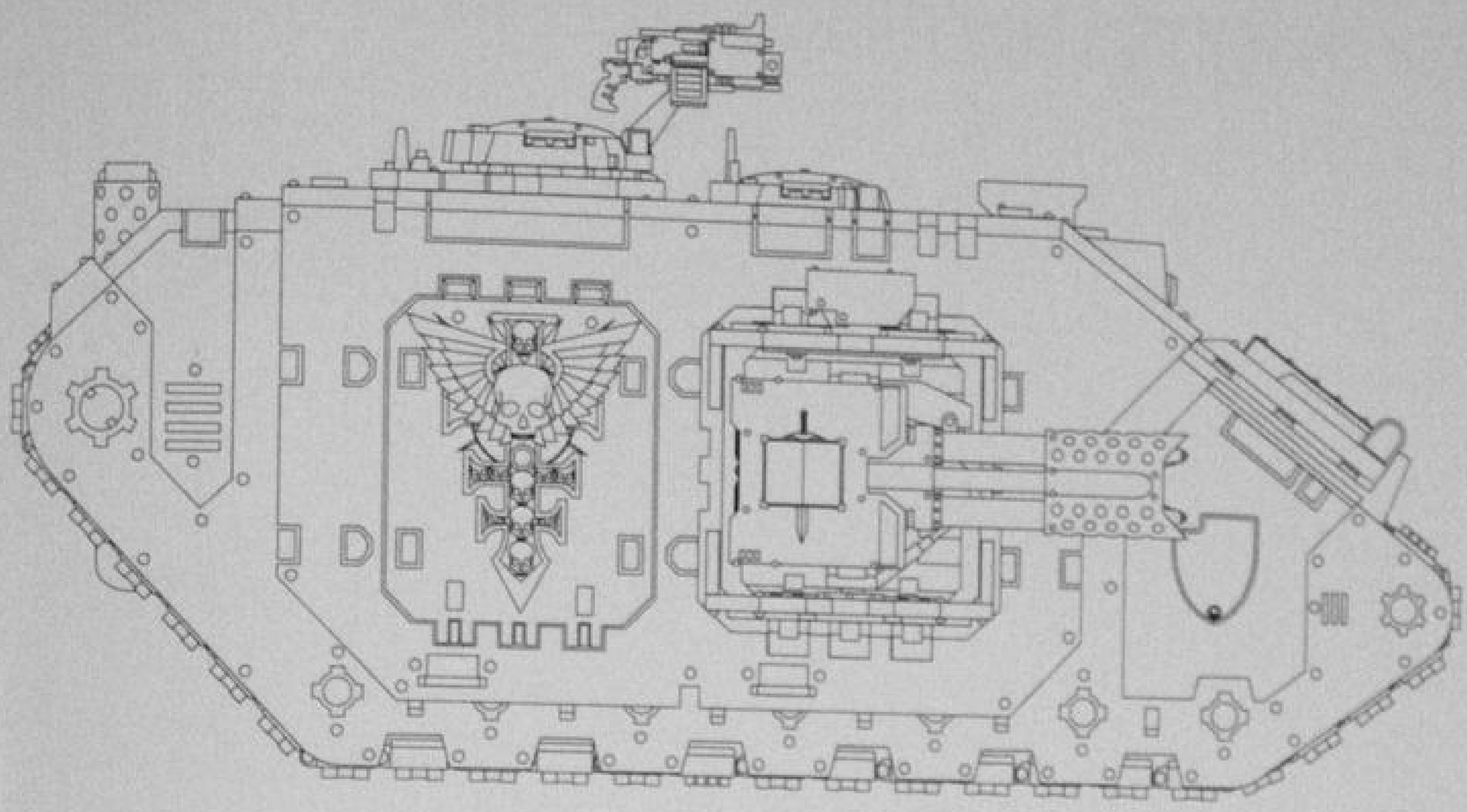
The Redeemer pattern Land Raider, itself an adaptation of the Crusader pattern, is armed with two large flamestorm cannons, which the Grey Knights' Master of the Forge has replaced with their own incinerator units. Fuelled by a volatile mixture of pure, blessed promethium and psychically impregnated incendium, fuels specially developed to combat daemonic threats. Warp-creatures find it abhorant, sending them screaming back to the Warp, their earthly remains a shrivelled husk.

As well as carrying two huge incinerator units, it also mounts twin psycannons in the hull, replacing the heavy bolters with weapons better suited to vanquishing the Grey Knights' foes.

The Redeemer's frag assault launchers are modified to fire rare psyk-out grenades. Each grenade's negative psychic charge stupefies daemons and sends anything possessing psychic powers recoiling in agony. Suitably protected within their aegis suits, the Grey Knights take advantage of the psyk-out effect to rush the last few yards to the enemy.

Purging the Daemon and the Possessed from the galaxy by holy fire is the Land Raider Redeemer's primary role. Loaded with a cargo of Grey Knights it will speed into the thick of the enemy horde, incinerator units and psycannons cutting a swathe before it, clearing a path before the Grey Knights within launch themselves out into close combat with their foes.

On Vraks the Redeemer was widely used by the Grey Knights in both Brother Captain Stern's strike force and later in Brother Captain Arturus' strike force. During the battles to approach the Citadel, and in later fighting to force entry into the enemy's stronghold the Redeemers proved themselves the bane of the renegades, especially when clearing the ruins of the Citadel of the last fanatical Chaos worshippers.



ADEPTUS MECHANICUS DEPARTMENTO MANUFACTORUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 0120-756-0724-Pr 142

Vehicle Name GREY KNIGHTS LAND RAIDER REDEEMER

Forge World of Origin TITAN

Known Patterns I-IX

Crew DRIVER, COMMANDER

Powerplant ADAPTABLE THERMIC COMBUSTION WITH AUXILIARY REACTOR

Weight 70 TONNES

Length 10.3 M

Width 6.2M

Height 4.11M

Ground Clearance 0.45M

Max Speed - On Road 55 KPH

Max Speed - Off Road 48 KPH

Main Armament 2 X PLASMACANNONS

Secondary Armament TWIN-LINKED HEAVY BOLTERS

Traverse 180

Elevation -32° + 42°

Main Ammunition 16 SHOTS

Secondary Ammunition 2,500 ROUNDS

Armour

Turret N/A

Superstructure 95 MM

Hull 95 MM

Gun Mantlet N/A

Date 120613.M40

signature

Magos Fabricator

GREY KNIGHTS LAND RAIDER REDEEMER ..... POINTS: 270

		Armour		
	BS	Front	Side	Rear
Land Raider	4	14	14	14

Unit Type:
- Vehicle (Tank)

Wargear:
- Two sponson-mounted flamestorm incinerators
- One hull-mounted twin-linked psycannon
- Psyk-out assault launcher
- Searchlight
- Smoke Launcher

Special Rules:
- Power of the Machine Spirit
- Assault Vehicle

Options:

Dozerblade for +5 pts

Extra armour for +15 pts

Hunter-killer missile for +10 pts

Storm bolter for +10 pts

Blessed for +10 pts

Sacred Hull for +15 pts

Transport:
- Twelve models
- Models in Terminator armour count as two models.

Fire Points:
- 0

Access Points:
- 3 – Front access ramp and hatch on each side of the hull.

Flamestorm Incinerator

Range	Str	AP	Type
Template	6	3	Heavy1

Invulnerable saves and cover saves cannot be taken against the Flamestorm Incinerator. Armour saves may be taken as normal.

Psyk-out Assault Launcher

When assualting directly from the Land Raider a Grey Knight squad counts as having an Initiative of 10 for the first turn of an assault.

Heavy Support: *A Land Raider Redeemer is a Heavy Support choice for a Daemon Hunters army.*

ORDO MALLEUS RAZORBACK ..... POINTS: 60

The Ordo Malleus have many unique weapons with which to combat daemonic incursions – the psycannon is one such weapon. Each shell is silver-tipped, psychically-charged and ritual blessed, all the better to banish the daemonic forces of Chaos back to the Warp. Storm Troopers squads in the service of Ordo Malleus Inquisitors can be mounted in a Razorback adapted to mount twin-linked psycannons, or an Inquisitor and his retinue might choose to advance into battle with the supporting fire of a Razorback's psycannons.

		Armour		
	BS	Front	Side	Rear
Razorback	4	11	11	10

Unit Type:
- Vehicle (Tank)

Wargear:
- Twin-linked psycannon
- Searchlight
- Smoke Launcher

Options:
- Dozerblade for +5 pts
- Extra armour for +15 pts
- Hunter-killer missile for +10 pts
- Storm bolter for +10 pts
- Blessed for +10 pts
- Sacred Hull for +15 pts

Transport:
- Six models

Fire Points:
- 0

Access Points:
- 3 – Rear access ramp and hatch on each side of the hull.

Psycannon

Range	Str	AP	Type
36"	6	4	Heavy 3

Invulnerable saves cannot be taken against the Psycannon. Armour saves may be taken as normal.

Transport Option: *A Razorback is a Transport option choice for Inquisitorial Stormtroopers or an Inquisitor and his retinue in a Daemon Hunters army.*

MINOTAUR

A rare and all but unknown design on the battlefields of the 41st Millennium, nevertheless, the Minotaur series of heavy self-propelled guns have a particularly ancient provenance, and their power remains undeniable. Intended for forward deployment to provide heavy fire support in the heart of a battle, the Minotaur is a heavily armoured and highly durable weapons platform. It is designed to lay down crushing barrages of ordinance from advanced positions whilst under threat from enemy fire, before redeploying under its own power. The Minotaur remains a powerful weapon, far greater both in firepower and durability than the ubiquitous Basilisk that may well have superseded it in Imperial service.

The Minotaur series shares many design features in common with the similarly antiquated Malcador pattern (in particular engine and chassis features), but in layout and design philosophy stands almost unique among Imperial war machines. Owing to their similarities, many of the Imperium's military scholars believe the Minotaur shares a point of origin with the Malcador, lost now to the passing millennia. Some believe the Minotaur is older yet, pointing to obscure references in the fragmentary military histories of the Great Crusade and certain frescos found adorning the Templis Nemesii on Holy Terra itself which show war machines with the Minotaur's unmistakable profile. If this is true then the Minotaur's origins predate the Imperium of Man and perhaps even the Great Crusade. The Malcador (an ancient design in its own right) may even have started off as a variant of the Minotaur, or at least begun its existence with the intention of utilising the same manufacturing facilities as this truly venerable engine.

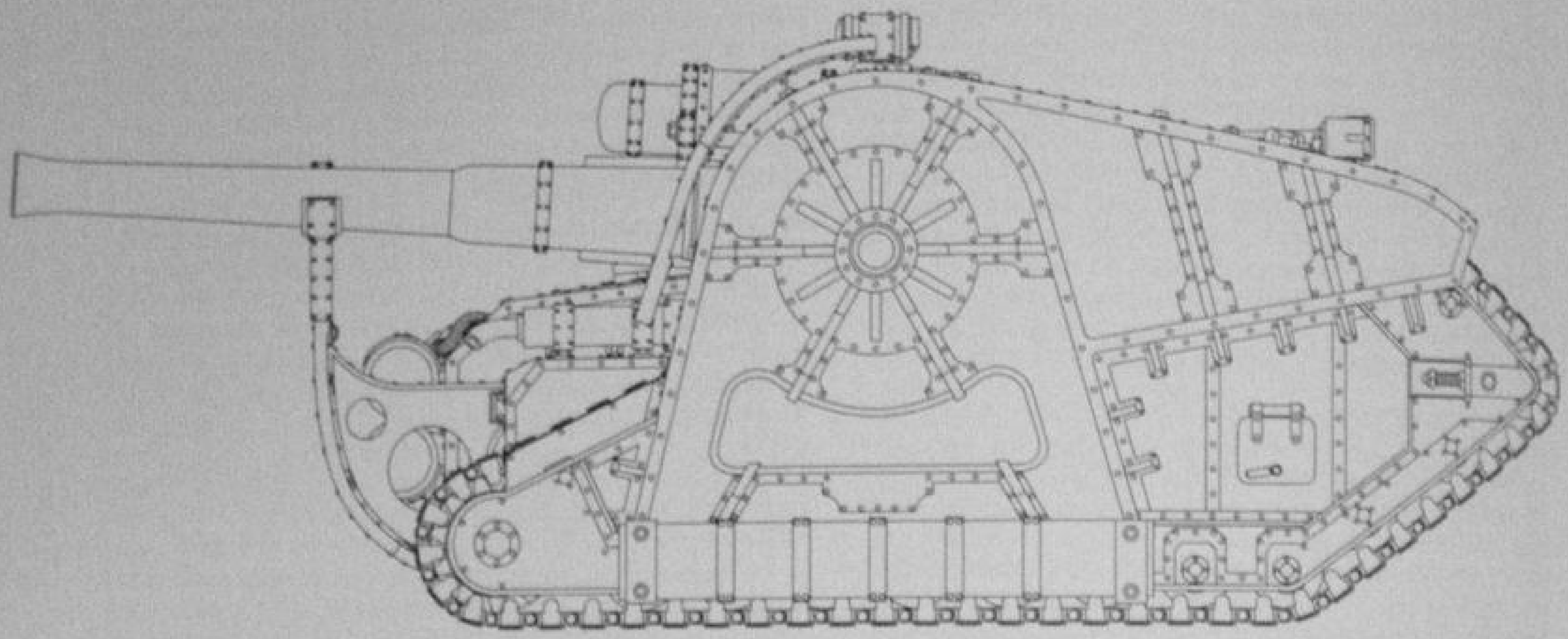
The Minotaur's most unusual feature is its deck layout, which distributes its engines, drive systems and ammunition storage evenly across its superstructure and mounts its armament on a wide central axis point facing rearward, away from the crew compartment. This centreline weapons mounting has a huge payload capacity and an inherent tolerance for recoil which serves to stabilise the vehicle when firing even the most massive of ordnance. The unusual 'backwards' design allows the Minotaur to reverse into firing positions such as prepared dugouts or emplacements or even into ruined structures, and if needs be, rapidly re-deployed 'forwards' through ground already cleared by its passage.

For a mobile weapons carrier, the Minotaur is also unusually heavily armoured, with thick plating on all sides comparable to the protection levels of many heavy tanks – a fact that serves as a strong indicator of its provenance in the conquests of humanity's ancient past and likely purpose as an aggressive weapon. If the Minotaur has a deficiency, it is the complexity of its advanced construction, particularly in terms of its armoured defence and the sophisticated hydraulic and recoil compensation systems that form a key part of its design. These factors over time may well have led to the steady decline of the Minotaur's manufacture to the point where now it is only seen in the hands of certain specialised siege artillery regiments. Some reports place thousands of these machines held in the strategic war reserves of the Departmento Munitorium awaiting for the call to battle.

On Vraks, the Minotaur made its appearance relatively late in the bloody campaign for the control of Vraks, along with an even more unusual war machine of similar vintage – the Valdor Tank Hunter. It appears that the arsenals of Vraks contained at least a hundred Minotaurs long forgotten in deep storage, although they were only encountered in significant numbers as the Imperial forces pressed home against the curtain wall and Citadel. The Minotaur's firepower, flexibility and durability proved telling factors in several artillery engagements, although their aggressive use by the traitors led to a dozen Minotaurs being recaptured or salvaged by the Death Korps Quartermasters. They would later be turned over to the Adeptus Mechanicus and re-consecrated to the God Emperor's service.

Imperial Armour

Minotaur



ADEPTUS MECHANICUS DEPARTMENTO MANUFACTORUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 8677-032-8391-ML038

Vehicle Name MINOTAUR

World of Origin UNKNOWN

Known Patterns I-IX

Crew DRIVER, COMMANDER, 2 X LOADERS

Powerplant ML330 V12 MULTI-FUEL

Weight 98 TONNES

Length 10.7 M

Width 4.95 M

Height 4.7 M

Ground Clearance 0.65M

Max Speed - On Road 25 KPH

Max Speed - Off Road 18 KPH

Main Armament TWIN-BARRELLED QUAKE CANNONS

Secondary Armament NONE

Traverse 0°

Elevation 0° + 58°

Main Ammunition 40 SHOTS

Secondary Ammunition N/A

Armour

Turret N/A

Superstructure 180 MM

Hull 160 MM

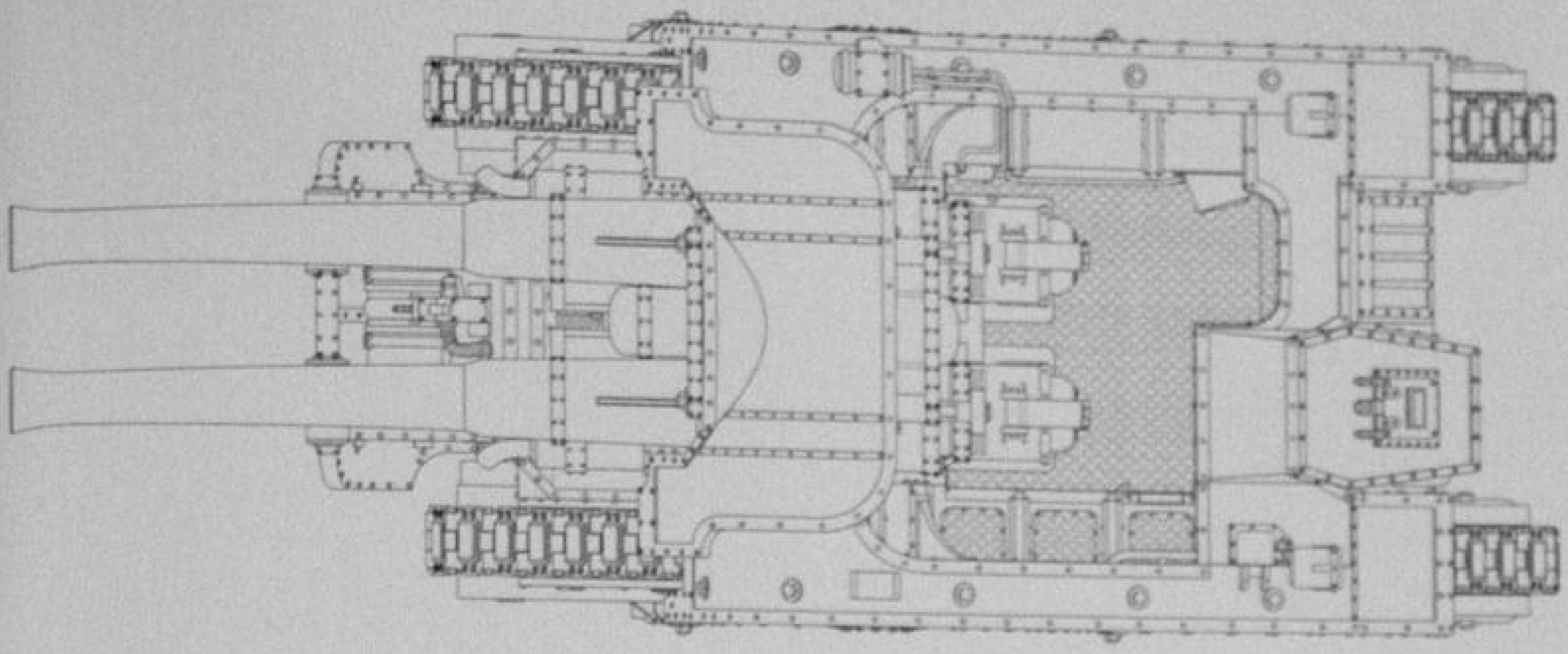
Gun Mantlet N/A

Date [illegible]

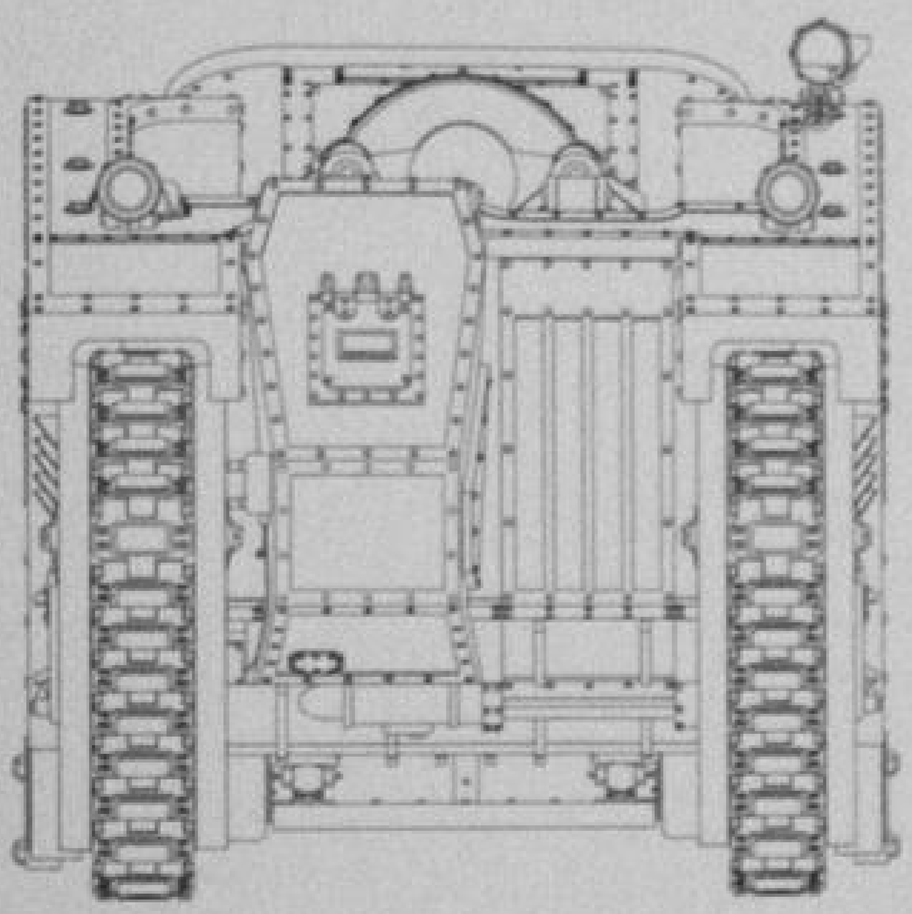
signature [illegible]

Magos Fabricator

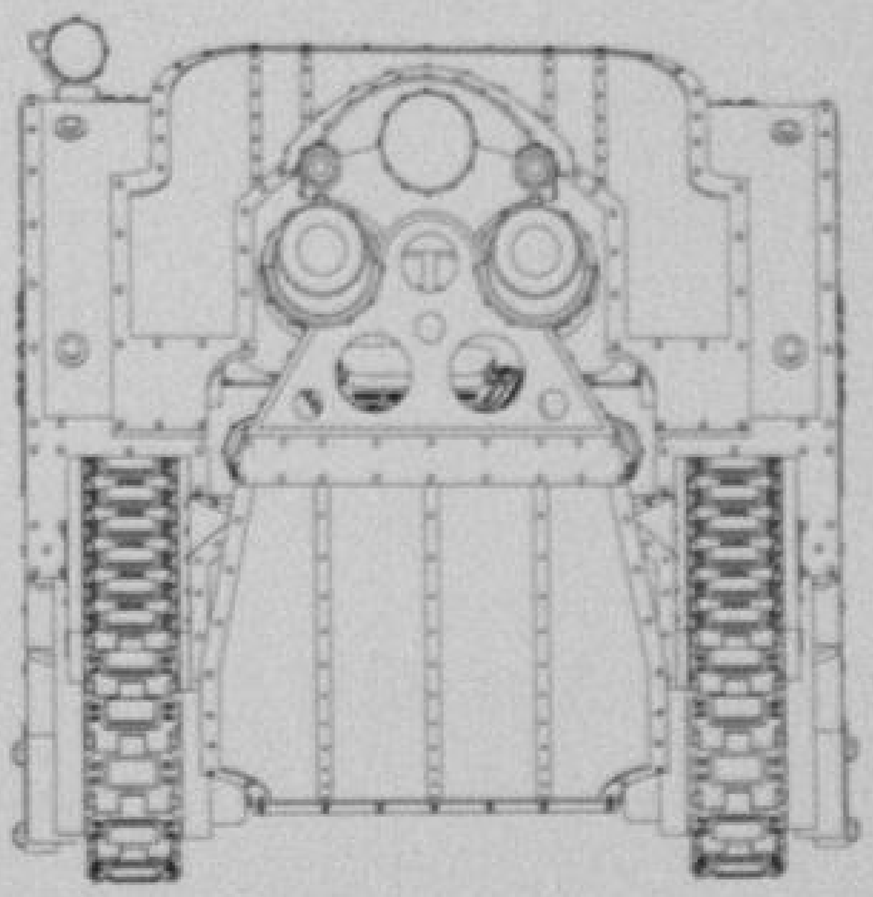
Plan view

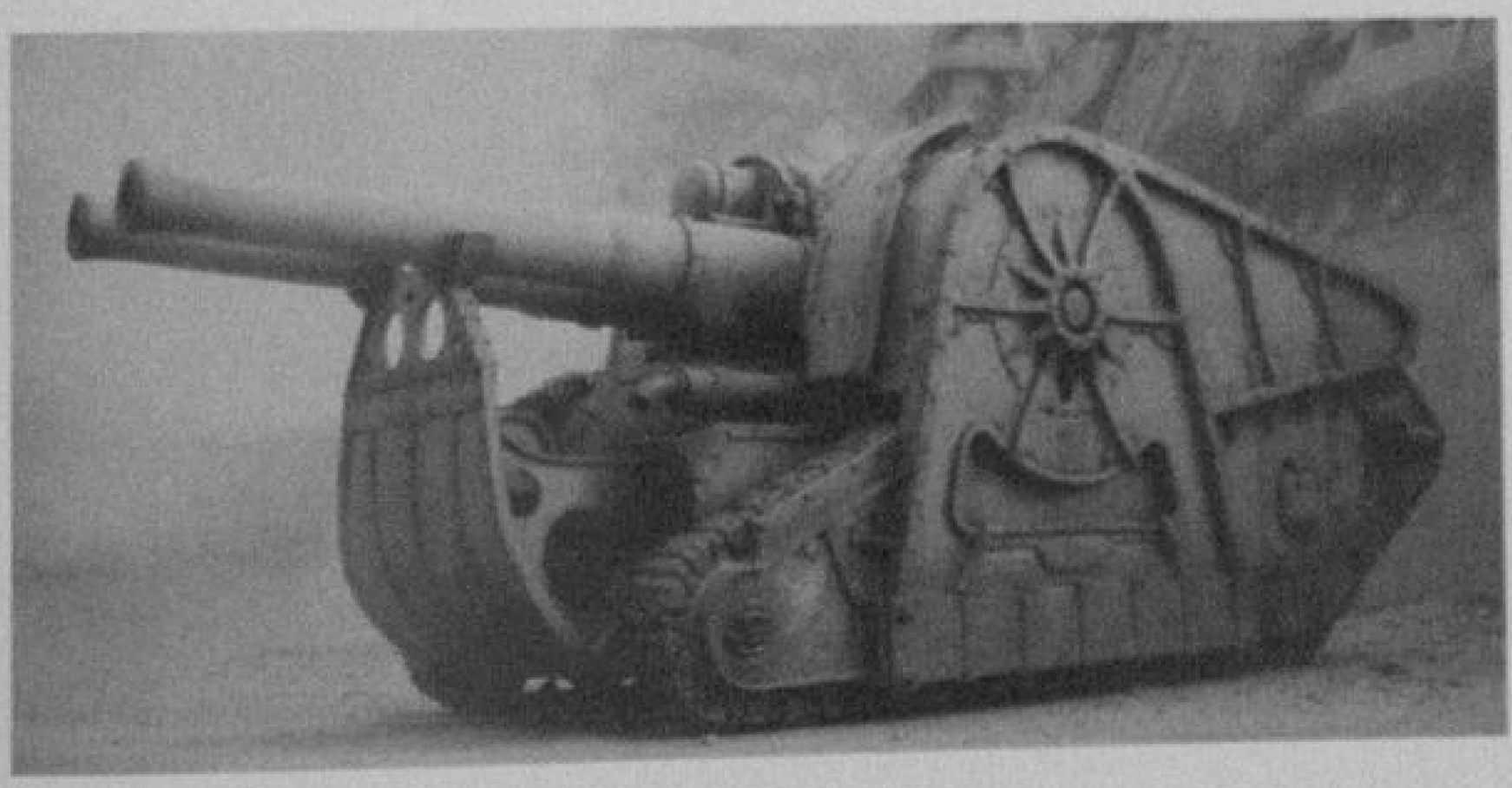


Front view



Rear view





MINOTAUR ..... POINTS: 275

UNIT: 1 Minotaur

TYPE: Super-heavy tank, Open-topped

	ARMOUR		
BS	FRONT	SIDE	REAR
3	13	12	14

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- Hull-mounted, rear-facing twin-linked Earthshaker cannons
- Smoke launchers
- Searchlight

WEAPON	RANGE	STR	AP	SPECIAL
Earthshakers	18"-240"	9	3	Ordnance 1, twin-linked, 7" blast

OPTIONS:

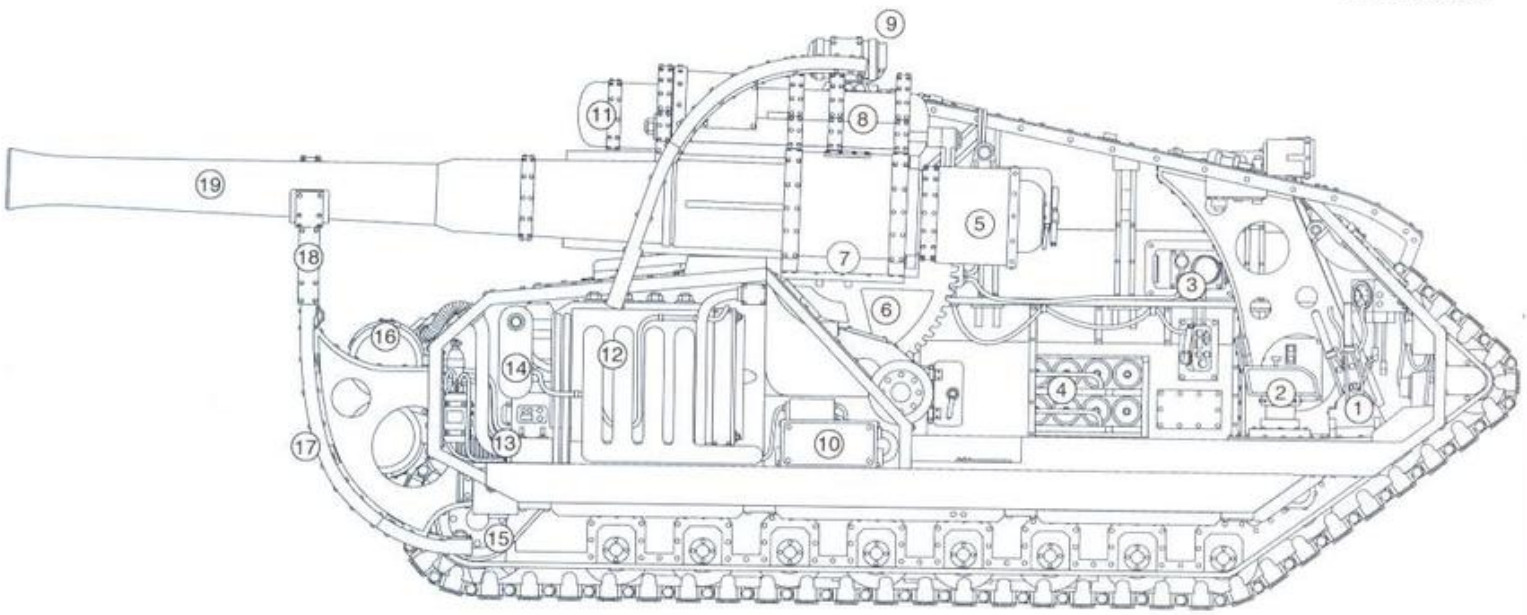
The Minotaur may take the following vehicle upgrades from the Imperial Guard Codex:

- hunter-killer missile ..... +10 pts
- dozer blade ..... +10 pts
- pintle-mounted heavy stubber ..... +10 pts
- pintle-mounted storm bolter ..... +10 pts
- extra armour ..... +15 pts

SPECIAL RULES:

Indirect Fire: The Minotaur's weapons cannot be levelled for direct fire, so it must always fire indirectly at targets. The Minotaur does not need to have line of sight to fire at a target, and is a barrage weapon, with the minimum range of 18".

Cross section



1. Driver's controls
2. Driver's seat
3. Gunnery controls
4. Ammunition locker
5. Breach
6. Elevation mechanism
7. Gun axle
8. Recoil piston housing
9. Spotlight
10. Generator
11. Recoil piston buffer
12. Radiator
13. Fuel lines and pump
14. Engine
15. Transmission
16. Auxiliary fuel tanks
17. Engine shield
18. Gun brace (used whilst in transit)
19. Earthshaker cannon

VALDOR TANK HUNTER

The Valdor tank hunter is much feared by those who confront it, and one of the most unusual and certainly most arcane variants of the ancient Malcador super-heavy tank designs. In the Valdor's case, the Malcador chassis plays host to a powerful neutron laser, a weapon system believed to be a relic from the Dark Age of Technology.

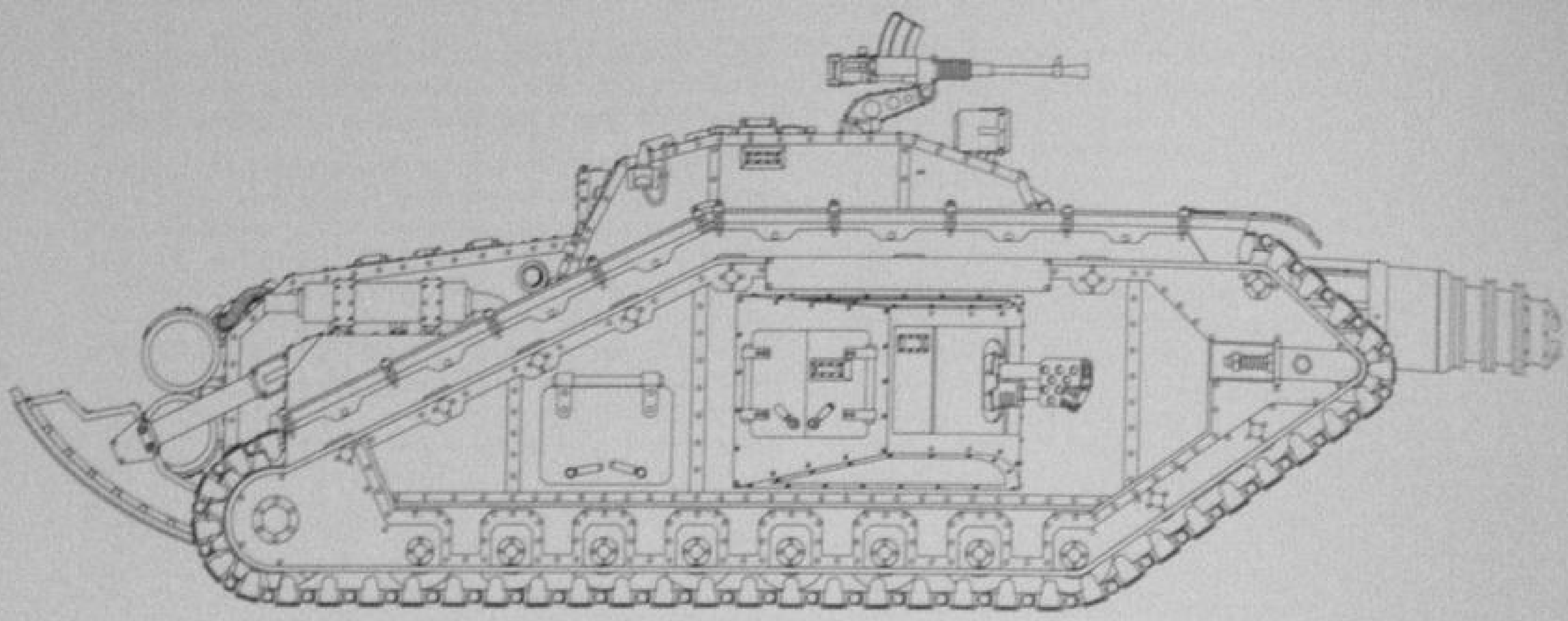
Even though it is considerably more compact in construction, and far less energy-hungry than comparable weapons on other super-heavy tanks, such as the Shadowsword's volcano cannon, the neutron laser and the neutronic-coil arc-reactor that power it consumes much of the vehicle's interior space. The relative lack of reactor shielding within can prove hazardous to the crew that operates the machine and disastrous should enemy fire rupture the reactor's containment coils. The neutron energy beam the Valdor's main armament unleashes is capable of rupturing the densest of protective materials, smashing apart its target's molecular structure and creating a massive electro-magnetic shock effect in addition to explosive matter disruption. This shock-pulse can prove particularly devastating to smaller armoured vehicles which lack the thick shielding and mass of their super-heavy counterparts, making the weapon perfect for a purpose-designed tank destroyer. However, the nature of the neutron beam is such that if it fails to transfer its energy discharge entirely to its target, dangerous feedback can occur to the cannon itself.

The Valdor, believed apocryphally to be named after the sainted figure of Constantine Valdor, the 'Emperor's Spear' said to be the head of the legendary Custodian Guard during the darkness of the Great Betrayal, is reckoned to owe its genesis and most widespread use to the bitter wars known to later historians as the Scouring that followed it. This is supported by evidence found in the cryptic data fragments held by the Scholastica Bellicose on Mordia, dating to this era. This document makes mention of the Valdor's use as a counter-measure to the traitor force's numerical superiority in Land Raider tanks following the fall of Anvillus-9 earlier in the Heresy.

While the Valdor's chassis and superstructure has much in common with other war machines of this period, such as the Malcador and Minotaur, its core systems components are unique in their design and highly sophisticated, now well beyond the ability of most Forge Worlds to replicate or maintain. It is likely then that the Valdor pattern was even in those shadowed ancient days principally a weapon deployed by the loyal Adeptus Mechanicus and those Imperial Army regiments and other forces with close ties to the militant Machine Cult. So it remains to this day, with production facilities for the Valdor known to be situated on a small number of far flung Adeptus Mechanicus strongholds such as Lathe-het and Cyraxus II, as well as Mars itself. It is also the case that a scattering of Valdor tank hunters are maintained by the most venerable of armoured regiments as treasured relics. The Cadian 1st armoured regiment reported five such vehicles as part of their strength.

During the Siege of Vraks, the Valdor only made an appearance amid the renegade forces later on in the conflict, and had an effect on the battle quite disproportionate to the number in which they were employed. The 88th army's intelligence officers believe that there were no more than 20-30 Valdors secreted in Vraks' vast stores, and until the arrival of an accursed Dark Magos accompanying a warband of the Steel Brethren Chaos Marine faction drawn into the war, the renegades on Vraks had neither the knowledge nor skills required to bring these Valdors into service. The payment the Steel Brethren took for this service is believed to have been several working Valdors and a secured data-core detailing the design, which raises the dreadful possibility of these powerful machines featuring in the arch-enemy's forces in the future.

Valdor



ADEPTUS MECHANICUS DEPARTMENTO MANUFACTORUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 8677-032-8656-MM038

Vehicle Name VALDOR

Forge World of Origin UNKNOWN

Known Patterns I-II

Crew DRIVER, COMMANDER, 2 X GUNNERS, ENGINEER

Powerplant HL330 V12 MULTI-FUEL

Weight 95 TONNES

Length 12.5 M

Width 4.95 M

Height 3.7 M

Ground Clearance 0.95M

Max Speed - On Road 25 KPH

Max Speed - Off Road 18 KPH

Main Armament NEUTRON LASER

Secondary Armament HEAVY FLAMER

Traverse 0° - 360°

Elevation 0° - 22°

Main Ammunition UNLIMITED FROM OMNISSIAH

Secondary Ammunition 8 SHOTS

Armour

Turret N/A

Superstructure 180 MM

Hull 160 MM

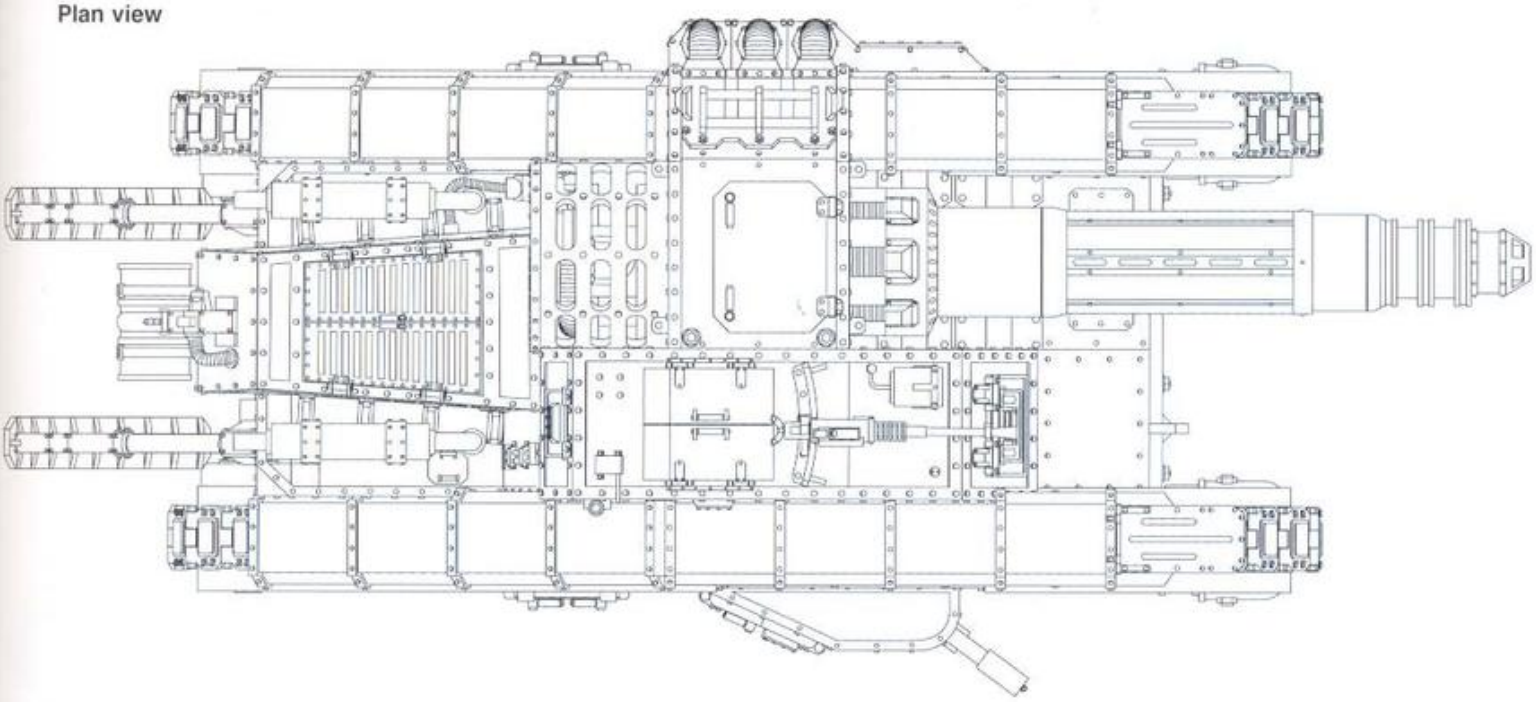
Gun Mantlet N/A

Date 20/659.M40

signature

Magos Fabricator

Plan view



VALDOR TANK HUNTER ..... POINTS: 320

UNIT: 1 Valdor

TYPE: Super-heavy tank

	ARMOUR		
BS	FRONT	SIDE	REAR
3	13	12	11

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- Neutron Laser Projector
- Sponson-mounted heavy stubber
- Smoke launchers
- Searchlight

WEAPON	RANGE	STR	AP	SPECIAL
Neutron Laser Projector	72"	10	1	Ordnance 1, primary weapon, shock pulse, feedback
Heavy Stubber	36"	4	6	Heavy 3
Heavy Bolter	36"	5	4	Heavy 3
Heavy Flamer	Template	5	4	Assault1
Autocannon	48"	7	4	Heavy 2
Lascannon	48"	9	2	Heavy 1

OPTIONS:

The Valdor may take the following vehicle upgrades from the Imperial Guard Codex:

- hunter-killer missile ..... +10 pts
- dozer blade ..... +10 pts
- pintle-mounted heavy stubber ..... +10 pts
- pintle-mounted storm bolter ..... +10 pts
- extra armour ..... +15 pts

The sponson mounted heavy stubber can be upgraded to a:

- Heavy bolter ..... +5 pts
- Heavy flamer ..... +5 pts
- Autocannon ..... +10 pts
- Lascannon ..... +15 pts

SPECIAL RULES:

Shock Pulse: The pulse of the neutron laser overwhelms vehicle systems and electronics. Any non super-heavy vehicle hit by a neutron laser suffers an automatic Crew Stunned result in addition to any damage normally caused by the weapon.

Feedback: If the neutron laser fails its penetration roll against a target's armour (note that successful saves do not count for this), roll a D6. On a result of a 1, dangerous energy feedback inflicts an automatic glancing hit on the Valdor.

Unstable Reactor: The reactor used to power the Valdor's neutron laser is poorly shielded and inherently unstable, as a result the Valdor adds +1 to any rolls on the Catastrophic Damage table inflicted against it.

When expecting to encounter daemonic creatures, a larger censer will be used, with an Acolytle or Priest directed to bear it.

The Inquisitor's important documents are carried as scrolls on his belt. These will be copies created by his scribes, and might contain orders, plans or a list of suspects to be investigated.

Ordo Malleus Inquisitor Lord Hector Rex, the Saviour of Vraks, seen here before his assault upon the Cardinal Gate.

INQUISITOR LORD HECTOR REX

ORDO MALLEUS INQUISITOR-LORD

'AUDITORII-IMPERATOR'

PROCTOR-GENERAL OF THE CONCLAVE OF SCARUS

MASTER OF THE THIRTY-FOURTH CHAMBER-PRACTICAL

THE VICTOR OF HELLANUS, SAVIOUR OF VRAKS

Inquisitor Lord Hector Rex is a true hero of the Imperium. As a member of the Ordo Malleus daemon hunters he has dedicated his life to fighting the servants of Chaos in all their forms, but he has reserved his special loathing for the creatures of the Warp. A powerful pysker himself, Rex was first selected for Imperial service after being screened for psychic potential by the Schola Psykana. Such was his potency that he excelled in all training, soon outshining his classmates, most of whom were destined for service with the Imperial Guard. In his youth he was subjected to similar genetic enhancement to that of a Space Marine, his physical body growing massively. He now towers 8' tall, is heavily muscled and is in superb condition. Genetic enhancement complete, Hector Rex was handed over to the Inquisition for more advanced training and placed as an Acolyte with Inquisitor Thor Malkin.

After long service across the galaxy, he is now a servant of the inner circle of the Ordo Malleus, privy to highly restricted information about the nature of daemons and how they are to be combated. He is the leader of the Scarus Conclave, its Proctor-General, with many other Inquisitors and Acolytes as his servants. He has almost unlimited powers with which to deal with any Chaos threat in the sector.

Hector Rex bears the honoured title 'Auditorii Imperator' which means he has been granted a personal audience with the Emperor himself. Rex has entered the Emperor's throne room and knelt before the Golden Throne on Terra to commune with the Emperor himself – one of a very few number of living men who has known such a priviledge. Many High Lords of Terra never gain such an honour.

Imparted with these formidable powers, Lord Rex has led armies, called upon the Grey Knights on numerous occasions and has access to the Imperium's full arsenal of weapons with which to protect Mankind from the threat of daemonic possession and incursion. He is hard-line puritan in his beliefs, accepting no compromise when it comes to dealing with those that would (or have) trafficked with daemons. He personally tracked down and captured the renegade radical Inquisitor Galasek and Rex's own agents continue to seek the renegade's misguided acolytes across Segmentum Obscurus.

Lord Rex's most famous campaign was the closing of a Warp portal on Hellanus III. There Lord Rex commanded a strike force of Grey Knights and fought hand-to-hand with a savage greater daemon of Khorne, casting its blasphemous form back into the Warp. In recognition of this deed he was honoured with the ancient sword – *'Arias'*, a revered force weapon forged at the dawn of the Imperium, reputedly blessed by the Emperor's own hand and only removed from stasis to be carried by the greatest heroes of the Ordo Malleus.

In his dangerous duties, Hector Rex is assisted by a large retinue of henchmen. Lord Rex has many acolytes, sages, servitors, scribes and menial servants to run his every day affairs but most of these do not generally follow him to the battlefield. On the battlefield he is accompanied by exorcists, priests trained to banish daemons using the power of their faith, along with many acolytes, familiars, veteran guardsmen, sages and mystics. As well as his retinue, he also has access to such dangerous weapons as Officio Assassinorum operatives and of course the fearsome Grey Knights.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Hector Rex	285	4	4	4	3	3	4(5)	3	10	2+/(3+)

Equipment: Bolt pistol with psycannon bolts, Artificer Armour, Storm shield. *Arias* – Anointed Force Sword

- Grimoire of True Names
- Emperor's Tarot
- Sacred Incense

Psychic Powers: Destroy Daemon, Sanctuary, Scourging

SPECIAL RULES

Potent Psyker, Massive Physique, Independent Character

Retinue: Inquisitor Rex is always accompanied by the following henchmen:

- Astropath (Mystic) carrying Emperor's Tarot
- Exorcist (Hierophant) carrying Grimoire of True Names and Sacred Incense
- Sword Bearer (Acolyte)

May take up to 9 henchmen from the following list:

- Familiar . . . . . +6 pts
- Heirophant . . . . . +8 pts
- Acolyte . . . . . +8 pts
- Warrior . . . . . +10 pts
- Sage . . . . . +10 pts
- Mystic . . . . . +6 pts

The standard rules from the Daemonhunters codex apply for these henchmen.

Potent Psyker: Lord Rex is a powerful psyker. He may use two psychic powers a turn.

Massive Physique: Lord Rex is a huge man. This gives him +1 strength, which is already included in the profile above.

Scourge of Daemons

Lord Hector Rex is a complex special character with many special rules and modifiers.

- +1 to the dice roll for which side has the first turn (Emperor's Tarot).
- -1 to a Daemon's initiative in close combat with Hector Rex (Sacred Incense).
- halves a Daemon's WS in close combat with Hector Rex (Grimoire of True Names).
- 3+ Invulnerable save (Storm Shield).
- Always wounds Daemons on a minimum of 4+ regardless of enemy toughness (Anointed Weapon).
- Psychic test to kill any wounded opponent regardless of wounds (Force Weapon). This causes D3 wounds to Gargantuan creatures.
- Any wounds to Hector Rex may be placed on his Acolyte(s) first (Acolytes).

KRIEG ARMOURED BATTLEGROUP

THE ARMOURED REGIMENT

The Imperial Guard is the largest fighting force in the galaxy, and the largest military organisation in the long history of Mankind. It is huge, billions upon billions of men at arms and millions of tanks and artillery guns stand ready to fight for the Emperor. It is the Imperial Guard that must bear the brunt of the Imperium's wars. Wherever there is conflict, there is the Imperial Guard.

The manpower required for such a vast fighting force is drawn from across the Imperium. They come from primitive Feral worlds and Hive worlds, from Death worlds and savage Penal colonies. All must provide recruits for the Imperial Guard. Each planet owes tithes to the Imperium and part of these tithes are taken as manpower. These conscripts form new regiments or are shipped as replacements to regiments already in battle.

The men of Krieg usually form siege regiments with tens of thousands of men. But others are trained and equipped as tank regiments. The tanks and carriers of the armoured regiments form the cutting edge of the Imperial Guard's fighting forces. It is their task to take battle deep into the heart of the enemy, striking fast and hard with overwhelming firepower to smash enemy defences.

WHY COLLECT AN ARMOURED BATTLE GROUP?

The one overwhelming reason to collect an Armoured Battlegroup army is tanks! If you enjoy modelling and painting tanks then why play anything else? In Krieg siege regiments the heart of the force is infantry, while here it is the tanks and other armoured fighting vehicles. Whilst infantry still play their part, it is only as support to the heavy metal!

Modelling tanks is a real joy, and a player can lavish as much time on a tank as on a special character for other armies. Adding upgrades, crew, stowage, battle damage, rust and mud all help to bring a tank model to life. More experienced or ambitious players can move on to converting their vehicles, changing weapons or going so far as to create their own vehicles, from basic turret swaps or complete vehicles scratch built from plasti-card. The background given earlier in this book provides the reasoning behind this diversity.

The standard equipment of an Armoured Battlegroup will be Leman Russ tanks, but it is unlikely that these three basic 'troop types' will sustain an avid collector for very long. Most players enjoy diversity, and like to have lots of troops to choose from. Thanks to the Imperial Armour model range, we have been able to produce a wide diversity of vehicles and weapons as models, giving armoured unit players as much choice as the player of any other army, be it Eldar, Chaos, Space Marines, etc.

One common criticism of tank heavy forces is that they lack character (and characters!). There is no reason why an Armoured Battlegroup should not be strongly themed like any other army. Players should spend some time naming their force, even if it is something as simple as 'The Krieg 9th'. From the name you can then devise a colour scheme. It might be best at this stage to think about what terrain you are likely to be playing on most, or where the regiment is from. If you have a green board with woods and hills, then a camouflage scheme that reflects this will help add character to the army. If you are ambitious then plan your army and terrain together - if you want to play on urban terrain, then paint your vehicles in urban camouflage schemes. We have provided many examples in the Imperial Armour books for inspiration. Next there is a numbering scheme to think about. Again we have provided examples but feel free to make up your own. This has a practical value in helping you identify your vehicles from one another on the tabletop. You can also name individual vehicles. In addition you will need army badges, campaign markings, honour badges and kill marking, as well as names for your ace tank crew commanders. Suddenly, an Armoured Battlegroup is packed with characterful details, which help bring the models to life on the tabletop.

IMPERIAL GUARD ARMOURED BATTLEGROUP LIST

On the following pages you will find an army list that enables you to field a Krieg Armoured Battlegroup army. This list includes all the models currently available from Forge World. The army list allows you to fight battles using the scenarios in the *Warhammer 40,000 rulebook* but also provides enough information to field Armoured Battlegroups in scenarios of your own devising or as part of a campaign.

The heart of this list is the ten or so tanks of a Tank Company, with infantry in support and with attached elements of specialist siege tanks or artillery. Other support comes from the regimental artillery firing from off-table and the Imperial Navy flying in close support.

This army list is provided for players who wish to use their Imperial Armour models en masse in games. If you only wish to use one or two models then I'd recommend sticking with the Imperial Guard Codex army list. The rules for each vehicle detail what choice each Imperial Armour vehicle is for a 'standard' Imperial Guard army.

USING FORCE ORGANISATION CHARTS

The army lists are used in conjunction with the Force Organisation chart from a scenario. Each chart is spit into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each light tone box indicates that you may make one choice from that section of the army list, while a dark tone box means you must make a choice from that section.

Note that unless a model or vehicle forms part of a squad or squadron, it counts as single choice from those available to the army.

USING THE ARMY LISTS

To make a choice, look at the relevant section of the army list and decide which units you want to have in your army and which upgrades you want to give it (if any). Remember that you cannot field models equipped with weapons and wargear not shown on the model. This includes vehicle upgrades. Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all your points.

Note that in this list some choices are dependant on other choices. You must take an Elite choice squadron command tank to be allowed to take up to two tanks from the Troop choices. These restrictions have been included in the list to keep it playable and hopefully to encourage players to use more balanced forces.

DEATH KORPS OF KRIEG ARMOURED UNITS

Tanks
The core of an armoured battlegroup is its tanks. The Krieg forces use all variants of the Leman Russ, mixing them within companies and squadrons. They are led by the company command tank, with squadron command tanks leading each squadron.

Siege Tanks
An armoured battlegroup fighting in support of siege regiments uses a high proportion of siege tanks. Their short range firepower, capable of smashing the strongest enemy defences, is useful when facing pillboxes and bunkers.

Commissar Tank
A Commissar posted to a Krieg armoured regiment will be able to procure a tank to transport him into battle alongside the tank squadrons. He will also have the pick of the best crews.

Recovery Vehicle
Each battlegroup will need to recover damaged and immobilised tanks from the battlefield so that rear workshops can repair them and get them back into the front line. The Atlas is a heavy recovery vehicle built upon the Leman Russ chassis.

Hellhound
Also common amongst siege regiments, close support from Hellhounds can burn the enemy from their entrenchments.

Hydra
Hydras are mobile, multi-barrelled anti-aircraft weapons, used to protect the battlegroup from aerial attack. They have a ferocious rate of fire with their quad-autocannons, and are also useful for engaging ground targets.

Infantry Platoons
Infantry must be deployed to support the tanks. Krieg siege regiments are not equipped with Chimeras for mobile battles, but they do have some armoured transports. Centaurs can carry command squads, whilst huge Gorgons can carry an entire platoon in a single vehicle.

Infantry Company Command
Each company will have its own commanders, higher ranking officers and their aides and staff. They will be transported in a Centaur to keep up with the tanks.

Grenadiers
These are elite Krieg infantry equipped and armoured for assaulting enemy strong points. Small grenadier squads reinforce the main infantry platoons, racing to their targets in Centaurs.

Death Riders
Krieg's Rough Rider squadrons are called Death Riders. They rove ahead of attacks, acting as reconnaissance troops for the siege regiments, who are not equipped with Sentinels. They can also be thrown into the main assault, acting as shock troops, charging to smash enemy infantry with their explosive hunting lances and sabres

Cyclops
Small, remotely controlled demolition charges mounted upon tracks, a Cyclops operator can manoeuvre the charge into position before detonating it.

Artillery
Krieg regiments are well equipped with artillery. From massive Bombards, to Earthshakers and Medusa cannons, down to the smaller mortars and quad-launchers, they hammer the enemy with sustained barrages of high explosive shells.

Imperial Navy Support
The Imperial Navy provided the Krieg regiments with air support for the duration of the Vraks campaign – Thunderbolts and Lightnings strafing the enemy with cannons, missiles and bombs.

HQ

COMPANY COMMAND TANK ..... 160 pts

		Armour		
	BS	Front	Side	Rear
Leman Russ	3	14	13	10

Unit Composition:
- 1 Leman Russ

Unit Type:
- Vehicle (Tank)

Wargear (ALL):
- Heavy Bolter
- Searchlight
- Smoke Launchers

Special Rules:
- Lumbering Behemoth
- Command Tank

Wargear:
- Leman Russ: Battle cannon
- Leman Russ Exterminator: Exterminator autocannons
- Leman Russ Conqueror: Conqueror cannon
- Leman Russ Annihilator: Twin-linked lascannons
- Leman Russ Vanquisher: Vanquisher battle cannon
- Leman Russ Eradicator: Eradicator nova cannon
- Leman Russ Demolisher: Demolisher cannon
- Leman Russ Punisher: Punisher Gatling cannon
- Leman Russ Executioner: Executioner plasma cannon

Command Tank:
Whilst the Company Command tank is still mobile, any tank within 6" of it (including the command tank itself), may ignore 'crew shaken' results. As a Command tank it may also spot for an artillery strike.

Options:
Any Leman Russ may upgrade to one of the following, exchanging its battle cannon for the weaponry shown:
- Exterminator ..... free
- Conqueror ..... free
- Annihilator ..... free
- Vanquisher ..... + 5 pts
- Eradicator ..... +10 pts
- Demolisher ..... +15 pts
- Punisher ..... +30 pts
- Executioner ..... +40 pts

Any Leman Russ may exchange its heavy bolter for:
- Heavy flamer ..... free
- Lascannon ..... +15 pts

Any Leman Russ may take a pair of sponsons armed with:
- Heavy bolters ..... +20 pts
- Heavy flamers ..... +20 pts
- Multi-meltas ..... +30 pts
- Plasma cannons ..... +40 pts

Any Leman Russ may take any of the following:
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile ..... +10 pts
- Dozerblade ..... +10 pts
- Extra armour ..... +15 pts
- Camo-netting ..... +20 pts

INFANTRY COMPANY COMMAND SQUAD ..... 115 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Comp Commander	5	4	3	3	3	3	3	9	5+
Vet Guardsman	4	4	3	3	1	3	1	8	5+
Hvy Wpns Team	4	4	3	3	2	3	2	8	5+

Unit Composition:
- 1 Company Commander
- 4 Veteran Guardsmen mounted in a Centaur

Unit Type:
- Infantry

Wargear:
- Flak armour
- Lasgun (Company Commander has a laspistol instead)
- Close combat weapon
- Frag grenades
- Company Commander has a refractor field

Special Rules:
- Senior Officer (Company Commander only)
- Iron Discipline
- Die Hards
- Command Unit

Dedicated Transport:
- The squad always has a Centaur as a dedicated transport vehicle. The points are included above. Any options for the Centaur cost additional points.

Options:
The Company Commander may exchange his laspistol and/or close combat weapon for:
- Bolt pistol ..... +2 pts
- Powersword ..... +10 pts
- Plasma pistol ..... +10 pts
- Power fist ..... +15 pts

Any Veteran Guardsman may replace his lasgun with a laspistol and close combat weapon for free.

One Veteran Guardsman may be upgraded to carry:
- Regimental Standard ..... +15 pts

One Veteran Guardsman may be upgraded to carry:
- Vox-caster ..... +5 pts

Replace two other Veteran Guardsmen with a Veteran Heavy Weapons team armed with one of the following:
- Heavy bolter ..... +10 pts
- Autocannon ..... +10 pts
- Twin-linked heavy stubbers ..... +15 pts

Up to one Veteran Guardsman that has not been upgraded with one of the options above may replace their lasgun with:
- Flamer ..... +5 pts
- Grenade launcher ..... +5 pts
- Melta gun ..... +10 pts
- Plasma gun ..... +15 pts

The entire squad may be given krak grenades ..... +5 pts

Command Unit: As a Command unit, the squad can spot for an artillery strike.

COMMISSAR TANK ..... 160 pts

	Armour			
	BS	Front	Side	Rear
Leman Russ	4	14	13	10

Unit Composition:
- 1 Leman Russ

Unit Type:
- Vehicle (Tank)

Wargear (ALL):
- Heavy Bolter
- Searchlight
- Smoke Launchers

Special Rules:
- Lumbering Behemoth

Wargear:
- Leman Russ: Battle cannon
- Leman Russ Exterminator: Exterminator autocannons
- Leman Russ Conqueror: Conqueror cannon
- Leman Russ Annihilator: Twin-linked lascannons
- Leman Russ Vanquisher: Vanquisher battle cannon
- Leman Russ Eradicator: Eradicator nova cannon
- Leman Russ Demolisher: Demolisher cannon
- Leman Russ Punisher: Punisher Gatling cannon
- Leman Russ Executioner: Executioner plasma cannon

Options:

Any Leman Russ may upgrade to one of the following, exchanging its battle cannon for the weaponry shown:
- Exterminator ..... free
- Conqueror ..... free
- Annihilator ..... free
- Vanquisher ..... + 5 pts
- Eradicator ..... +10 pts
- Demolisher ..... +15 pts
- Punisher ..... +30 pts
- Executioner ..... +40 pts

Any Leman Russ may exchange its heavy bolter for:
- Heavy flamer ..... free
- Lascannon ..... +15 pts

Any Leman Russ may take a pair of sponsons armed with:
- Heavy bolters ..... +20 pts
- Heavy flamers ..... +20 pts
- Multi-meltas ..... +30 pts
- Plasma cannons ..... +40 pts

Any Leman Russ may take any of the following:
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile ..... +10 pts
- Dozerblade ..... +10 pts
- Extra armour ..... +15 pts
- Camo-netting ..... +20 pts

ATLAS RECOVERY TANK ..... 85 pts

	Armour			
	BS	Front	Side	Rear
Atlas	3	14	13	10

Unit Composition:
- 1 Atlas

Unit Type:
- Vehicle (Tank)

Wargear (ALL):
- Heavy Bolter
- Searchlight
- Smoke Launchers

Special Rules:
- Recovery Tank

An Atlas may take any of the following:
- Pintle-mounted heavy stubber or storm bolter ...+10 pts
- Hunter-killer missile+10 pts
- Dozerblade .....+10 pts
- Extra armour .....+15 pts
- Camo-netting ....+20 pts

Recovery Tank

The Atlas can drag any destroyed or immobilised vehicle (friend or foe) that it starts the turn in contact with. Both vehicles may move up to D6" and must remain in contact with each other. Neither vehicle may shoot in the same turn that they are towing or being towed in. The Atlas can be used to move a completely destroyed vehicle out of the way if it is blocking movement, or move a vehicle that is immobilised in difficult terrain out of the terrain so it can move again.

Repair

If the Atlas starts the turn in contact with a damaged vehicle, in the Shooting phase the Atlas can attempt to repair it instead of shooting or towing. Roll a D6. If the result is a 6 then a weapon destroyed or Immobilised result (owning player's choice) is repaired. If a Weapon Destroyed result is repaired, that weapon can be fired in the following Shooting phase.

DEATH KORPS OF KRIEG SPECIAL RULES

Hardened Fighters

Indoctrinated from birth in the martial traditions of the Korps, all Death Korps soldiers are experts with the bayonet, and Krieg commanders favour the bayonet charge in battle. All Death Korps guardsmen have +1WS (where appropriate this is already included in the stat lines given).

Iron Discipline

The Death Korps have no fear of death. They will gladly lay down their lives in the name of the Emperor. A Death Korps officer demands and expects nothing less from his men. Any unit that is falling back but has at least one model within 6" of a Krieg officer (of any rank) may attempt to regroup, even if it is reduced to less than half strength.

Die Hards

The Death Korps are so firmly indoctrinated into the Imperial faith that they will stand against any odds. Death Korps units do not count negative modifiers when testing Morale after an assault. They always use their standard Leadership value.

Orders

The Death Korps squads can use the Imperial Guard Orders rules as detailed in the Imperial Guard Codex.

ELITES

SQUADRON COMMAND TANK ..... 150 pts

		Armour		
	BS	Front	Side	Rear
Leman Russ	3	14	13	10

Unit Composition:
- 1 Leman Russ

Unit Type:
- Vehicle (Tank)

Wargear (ALL):
- Heavy Bolter
- Searchlight
- Smoke Launchers

Special Rules:
- Lumbering Behemoth

Wargear:
- Leman Russ: Battle cannon
- Leman Russ Exterminator: Exterminator autocannons
- Leman Russ Conqueror: Conqueror cannon
- Leman Russ Annihilator: Twin-linked lascannons
- Leman Russ Vanquisher: Vanquisher battle cannon
- Leman Russ Eradicator: Eradicator nova cannon
- Leman Russ Demolisher: Demolisher cannon
- Leman Russ Punisher: Punisher Gatling cannon
- Leman Russ Executioner: Executioner plasma cannon

Options:

Any Leman Russ may upgrade to one of the following, exchanging its battle cannon for the weaponry shown:
- Exterminator ..... free
- Conqueror ..... free
- Annihilator ..... free
- Vanquisher ..... + 5 pts
- Eradicator ..... +10 pts
- Demolisher ..... +15 pts
- Punisher ..... +30 pts
- Executioner ..... +40 pts

Any Leman Russ may exchange its heavy bolter for:
- Heavy flamer ..... free
- Lascannon ..... +15 pts

Any Leman Russ may take a pair of sponsons armed with:
- Heavy bolters ..... +20 pts
- Heavy flamers ..... +20 pts
- Multi-meltas ..... +30 pts
- Plasma cannons ..... +40 pts

Any Leman Russ may take any of the following:
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile ..... +10 pts
- Dozerblade ..... +10 pts
- Extra armour ..... +15 pts
- Camo-netting ..... +20 pts

INFANTRY PLATOON COMMAND SQUAD ..... 45 pts + transport

	WS	BS	S	T	W	I	A	Ld	Sv
Platoon Cmdr	4	4	3	3	1	3	2	8	5+
Guardsman	4	3	3	3	1	3	1	7	5+
Hvy Wpns Team	4	3	3	3	2	3	2	7	5+

Unit Composition:
- 1 Platoon Commander
- 4 Guardsmen

Unit Type:
- Infantry

Wargear:
- Flak armour
- Lasgun (Platoon Commander has a laspistol instead)
- Close combat weapon
- Frag grenades

Special Rules:
- Junior Officer (Platoon Commander only)
- Iron Discipline
- Die Hards

Dedicated Transport:
- The squad must be transported in either a Centaur or a Gorgon.

Options:

The Platoon Commander may exchange his laspistol and/or close combat weapon for:
- Bolt pistol ..... +2 pts
- Powersword ..... +10 pts
- Plasma pistol ..... +10 pts

The Platoon commander may have melta bombs +5 pts.
Any Guardsman may replace his lasgun with a laspistol for free.

One Guardsman may be upgraded to carry:
- Platoon Standard ..... +15 pts

One Guardsman may be upgraded to carry:
- Voxcaster ..... +5 pts

Replace two other Guardsmen with a Heavy Weapons team armed with one of the following:
- Mortar ..... +5 pts
- Heavy bolter ..... +10 pts
- Autocannon ..... +10 pts
- Twin-linked heavy stubbers ..... +15 pts
- Lascannon ..... +20 pts

Up to one Guardsman that has not been upgraded with one of the options above may replace their lasgun with:
- Flamer ..... +5 pts
- Grenade launcher ..... +5 pts
- Melta gun ..... +10 pts
- Plasma gun ..... +15 pts

The entire squad may be given krak grenades ..... +5 pts

GRENADIER SQUAD ..... 95 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Watchmaster	4	4	3	3	1	3	2	8	4+
Grenadier	4	4	3	3	1	3	1	7	4+
Hvy Wpns Team	4	4	3	3	2	3	2	7	4+

Unit Composition:
- 1 Watchmaster
- 4 Grenadiers

Unit Type:
- Infantry

Wargear:
- Carapace Armour
- Hotshot lasgun
- (Watchmaster has a hotshot laspistol)
- Frag grenades
- Krak grenades
- Close combat weapon

Special Rules:
- Iron Discipline
- Die Hards

Dedicated Transport:
- If the squad numbers 5 models, it may take a Centaur as a dedicated transport vehicle.

Options:

May have up to 5 additional Grenadiers . . . +16 pts per model

The Watchmaster may exchange his hotshot laspistol for:
- Bolt pistol ..... free
- Plasma pistol ..... +10 pts

The Watchmaster may exchange his close combat weapon for:
- Powersword ..... +10 pts

One Grenadier may carry a:
- Vox caster ..... +5 pts

Up to two Grenadiers may replace their hotshot lasguns with:
- Flamer ..... +5 pts
- Grenade Launcher ..... +5 pts
- Melta gun ..... +10 pts

If the squad numbers 10 models then two Grenadiers may form a Heavy Weapons team equipped with:
- Heavy Flamer ..... +15 pts
- Heavy Stubber ..... +10 pts

One Grenadier that has not been upgraded with one of the options above may carry a:
- Demolition charge ..... +10 pts

DEDICATED TRANSPORTS

Certain units have the option of selecting a dedicated transport vehicle. These vehicles do not use up any Force Organisation chart selections, but otherwise function as separate units. See the Vehicles section of the *Warhammer 40,000 rulebook* for details of how transport vehicles operate.

CENTAUR ..... 45 pts

		Armour		
	BS	Front	Side	Rear
Centaur	3	11	10	10

Unit Composition:
- 1 Centaur

Unit Type:
- Vehicle (Fast, Open-topped)

Wargear:
- Heavy Stubber
- Searchlight
- Smoke Launchers

Transport capacity:
- Five models
  One towed field artillery gun

Special Rules:
- Artillery Tractor
  Hull Weapons Mount

Options:
Any Centaur may take any of the following:

Hunter-killer missile	+10 pts
Dozerblade	+10 pts
Extra armour*	+15 pts
Camo-netting	+20 pts

Hull Weapons Mount
A Centaur may mount a single special or heavy weapon in its hull. This must be one of the weapons carried by the squad being transported, and is crewed by a squad member. The weapon is fired as for a normal fast vehicle.

Artillery Tractor
When used to tow an artillery piece the Centaur is no longer a fast vehicle. It moves as a normal vehicle when towing a gun.

***Extra Armour**
The Grenadier version of the Centaur always has extra armour. It counts a 'crew stunned' result as a 'crew shaken' result instead. Grenadiers must always buy the extra armour, making the Centaur worth 60 pts.

GORGON HEAVY ASSAULT TRANSPORT ..... 430 pts

		Armour		
	BS	Front	Side	Rear
Gorgon	3	14	14	10

Unit Composition:
- 1 Gorgon

Structure Points:
- 3

Unit Type:
- Super heavy tank (Open-topped)

Wargear:
- Two Twin-linked Heavy Stubber
- Gorgon Mortars
- Searchlight
- Smoke Launchers

Transport capacity:
- 50 model.
  It may transport up to 2 Cyclops (each counts as 5 models).

Special Rules:
- Heavy Armoured Prow
  Amphibious

Options:
A Gorgon may replace its Gorgon Mortars with sponsons with:
- 4 Heavy Bolters ..... +60 pts
- 4 Heavy Flamers ..... +60 pts
- 4 Heavy Stubbers ..... +40 pts

A Gorgon may take any of the following:
- Hunter-killer missile ..... +10 pts
- Extra armour ..... +15 pts

Heavy Armoured Prow
The Gorgon's prow is so heavy and thick that if it suffers a Glancing or Penetrating hit from the front, it may ignore the damage result on a dice roll of 4+. The Gorgon's armoured prow also means that it always counts as having the dozer blade vehicle upgrade.

Gorgon Mortar

Range	Str	AP	Special
48"	4	6	Heavy 4, Blast, one shot*

*Once fired, the Gorgon mortar cannot be fired again.

TROOPS

TANK SQUADRON ..... 150 pts per model

		Armour		
	BS	Front	Side	Rear
Leman Russ	3	14	13	10

Unit Composition:
- 1-3 Leman Russ

Unit Type:
- Vehicle (Tank)

Wargear (ALL):
- Heavy Bolter
- Searchlight
- Smoke Launchers

Special Rules:
- Lumbering Behemoth

Wargear:
- Leman Russ: Battle cannon
- Leman Russ Exterminator: Exterminator autocannons
- Leman Russ Conqueror: Conqueror cannon
- Leman Russ Annihilator: Twin-linked lascannons
- Leman Russ Vanquisher: Vanquisher battle cannon
- Leman Russ Eradicator: Eradicator nova cannon
- Leman Russ Demolisher: Demolisher cannon
- Leman Russ Punisher: Punisher Gatling cannon
- Leman Russ Executioner: Executioner plasma cannon

Options:

Any Leman Russ may upgrade to one of the following, exchanging its battle cannon for the weaponry shown:
- Exterminator ..... free
- Conqueror ..... free
- Annihilator ..... free
- Vanquisher ..... + 5 pts
- Eradicator ..... +10 pts
- Demolisher ..... +15 pts
- Punisher ..... +30 pts
- Executioner ..... +40 pts

Any Leman Russ may exchange its heavy bolter for:
- Heavy flamer ..... free
- Lascannon ..... +15 pts

Any Leman Russ may take a pair of sponsons armed with:
- Heavy bolters ..... +20 pts
- Heavy flamers ..... +20 pts
- Multi-meltas ..... +30 pts
- Plasma cannons ..... +40 pts

Any Leman Russ may take any of the following:
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile ..... +10 pts
- Dozerblade ..... +10 pts
- Extra armour ..... +15 pts

The entire squadron may take:
- Camo-netting ..... +20 pts per model

DEATH KORPS INFANTRY SQUAD .....

You may include up to five infantry squads as a single Troops choice.

	WS	BS	S	T	W	I	A	Ld	Sv
Watchmaster	4	3	3	3	1	3	2	8	5+
Guardsman	4	3	3	3	1	3	1	7	5+

Unit Composition:
- 1 Watchmaster
- 9 Guardsmen

Unit Type:
- Infantry

Wargear:
- Flak armour
- Lasgun
- Close combat weapon
- Frag grenades

Special Rules:
- Iron Discipline
- Die Hards

Options:

The Watchmaster may exchange his lasgun for:
- Bolt pistol. . . . . +2 pts
- Plasma pistol . . . . . +10 pts

The Watchmaster may exchange his close combat weapon for:
- Powersword. . . . . +10 pts

The Watchmaster may take:
- melta bombs . . . . . +5 pts

One Guardsman may have a:
- vox-caster . . . . . +5 pts

One Guardsmen may replace his lasgun with:
- Flamer ..... +5 pts
- Grenade Launcher ..... +5 pts
- Melta gun ..... +10 pts
- Plasma gun ..... +15 pts

The entire squad may have krak grenades .... +10 pts

FAST ATTACK

HELLHOUND ..... 130 pts

	Armour		
	BS	Front	Side	Rear
Hellhound	3	12	12	10

Unit Composition:
- 1 Hellhound

Unit Type:
- Vehicle (Tank)

Wargear:
- Inferno cannon
- Heavy bolter

Options:
May take any of the following:
- camo-netting ..... +20 pts
- extra armour ..... +15 pts
- hunter-killer missile ..... +10 pts
- dozerblade ..... +10 pts
- searchlight ..... +1 pt
- smoke launchers ..... +5 pts
- pintle mounted storm bolter or heavy stubber .. +10 pts

DEATH RIDER SQUADRON ..... 90 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Ridemaster	4	3	3	3	1	3	2	8	5+/6+
Death Rider	4	3	3	3	1	3	1	7	5+/6+

Unit Composition:
- 1 Ridemaster
- 4 Death Riders

Unit Type:
- Cavalry

Wargear:
- Flak armour
- Laspistol
- Close combat weapon
- Hunting lance
- Frag and krak grenades

Special Rules:
- Iron Discipline
- Die Hards
- Death Rider Mounts

Options:
May have up to five additional Death Riders:
..... +16 pts per model

The Ridemaster may exchange his laspistol for:
- Bolt pistol ..... +2 pts
- Plasma pistol ..... +10 pts

The Ridemaster may exchange his close combat weapon for:
- Powersword ..... +10 pts

The Ridemaster may take:
- melta bombs ..... +5 pts

Death Rider Mounts
Death Rider Mounts are genetically enhanced to survive the worst battlefields in the galaxy, this gives them a 6+ invulnerable save. They may also re-roll Difficult Terrain tests, but must accept the second roll, even if it is worse than the first.

CYCLOPS REMOTE CONTROL DEMOLITION VEHICLE ..... 25 pts

	Armour		
	BS	Front	Side	Rear
Cyclops	-	10	10	10

Unit Composition:
- 1-3 Cyclops each with 1 Operator

Unit Type:
- Vehicle

Wargear:
- Demolition Charge
- Lasgun (operator only)

Options:
- None

Special Rules

Remote Control: The Cyclops is remote controlled. It may move to within 1" of an enemy model in the Movement phase.

Demo-charge: The Cyclops carries a demolition charge that detonates when the vehicle reaches its target. In the Imperial Guard Shooting phase, place the template centred on the Cyclops. Do not roll for scatter. Anything under the template is hit as normal. The Cyclops is destroyed in the explosion, remove it from play. Do not halve the demo-charge's strength, it always attacks at full strength.

Operator: The operator is a single Death Korps Guardsman. He guides the Cyclops to its target by remote control. The Cyclops cannot function more than 48" away from the operator. If they become separated, the Cyclops simply stops and can do nothing until the operator is back within 48". If the operator is killed, the Cyclops can do nothing (including detonate).

Damage: The Cyclops is destroyed by a glancing or penetrating hit. When rolling for armour penetration, if a weapon scores a 6 and this results in a penetrating hit against the Cyclops, the demolition charge explodes. Place the template centred on the Cyclops as if detonating as normal. Note that a roll of 6 that causes a glancing hit will cause the Cyclops to explode.

HEAVY SUPPORT

DESTROYER TANK HUNTER ..... 160 pts

		Armour		
	BS	Front	Side	Rear
Destroyer	3	14	13	10

Unit Composition:
- 1 Destroyer

Unit Type:
- Vehicle (Tank)

Wargear:
- Destroyer Laser Cannon
- Searchlight
- Smoke Launchers

Special Rules:
- None

Options:
Any Destroyer may take any of the following:
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile .....+10 pts
- Dozerblade .....+10 pts
- Extra armour .....+15 pts
- Camo-netting .....+20 pts

Special Rule: Destroyer Laser Cannon

Range	Str	AP	Special
72"	10	1	Heavy1*

*The Destroyer's laser cannon rolls 2D6 and the owning player chooses the highest for armour penetration.

THUNDERER SIEGE TANK ..... 140 pts

		Armour		
	BS	Front	Side	Rear
Thunderer	3	14	13	10

Unit Composition:
- 1 Thunderer

Unit Type:
- Vehicle (Tank)

Wargear:
- Demolisher Cannon
- Searchlight
- Smoke Launchers

Special Rules:
- None

Options:
Any Thunderer may take any of the following:
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile .....+10 pts
- Dozerblade .....+10 pts
- Extra armour .....+15 pts
- Camo-netting .....+20 pts

ORDNANCE BATTERY

Griffon ..... 75 pts
Basilisk ..... 125 pts
Medusa ..... 135 pts
Colossus ..... 140 pts

		Armour		
	BS	Front	Side	Rear
Basilisk	3	12	11	10
Medusa	3	12	10	10
Colossus	3	12	10	10
Griffon	3	12	10	10

Unit Composition:
- 1-3 Basilisks, Medusas, Griffons or Colossus

Unit Type:
- Vehicle (Tank, Open-topped)

Wargear (ALL):
- Heavy Bolter
- Searchlight
- Smoke Launchers

Wargear:
Basilisk
- Earthshaker cannon

Medusa
- Medusa siege cannon

Colossus
- Colossus cannon

Griffon
- Heavy Mortar

Special Rules:
- Accurate Bombardment (Griffon only)

Options:
Any model may replace its heavy bolter with:
- Heavy flamer .....free

Any model may take any of the following:
- Enclosed crew compartment .....+15 pts
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile .....+10 pts
- Dozerblade .....+10 pts
- Extra armour .....+15 pts

The entire battery may take:
- Camo-netting .....+20 pts per model

ARTILLERY STRIKE ..... as below

	Pts	Str	AP	Type
Bombard Strike	80	8	3	Ordnance1/ 7" Blast
Earthshaker Strike	70	9	2	Ordnance1/ 5" Blast
Medusa Strike	65	9	3	Ordnance1/ 5" Blast
Heavy Mortar Strike	50	6	4	Ordnance1/ 5" Blast
Thudd Gun Strike	50	5	5	Heavy4/ 3" Blast
Mortar Battery Strike	40	4	6	Heavy3/ 3" Blast

Using an Artillery Strike:

Only a Company Command tank or Infantry Company Command squad has the authority to call down an artillery strike. If neither is present then a strike cannot be used. It is called down in the Shooting phase. First roll to see if it is available. Roll on the Reserves tables. If the artillery strike is available continue as below. You must roll for availability each turn.

If available the artillery strike's blast marker can be placed anywhere in line of sight of the Company Command tank or infantry Company Command squad. Roll for scatter. If an arrow is rolled then the template deviates 2D6", this is not modified by BS. If a 'Hit' is rolled then it deviates D6" in the direction indicated by the arrow on the 'Hit' symbol.

Using an artillery strike does not count as firing a weapon and can be used in addition to other weapons firing, movement, etc.

HYDRA ANTI-AIRCRAFT TANK ..... 75 pts

		Armour		
	BS	Front	Side	Rear
Hydra	3	12	10	10

Unit Composition:
1 Hydra

Unit Type:
Vehicle (Tank)

Wargear:
- Two twin-linked Hydra autocannon
- Heavy bolter
- Searchlight
- Smoke Launchers

Special Rules:
- Auto-targeting system
- AA mount

Options:

Any Hydra may replace its heavy bolter with:
- Heavy flamer ..... free

Any Hydra may take any of the following:
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile ..... +10 pts
- Dozerblade ..... +10 pts
- Extra armour ..... +15 pts
- Camo-netting ..... +20 pts

SUPER HEAVY DETACHMENTS

- 1-3 Malcadors (any variant)
- 1-3 Gorgons
- 1-3 Baneblades, Shadowswords, Stormblades or Stormswords
- 1-3 Macharius
- 1-3 Minotaurs
- 1-3 Marauder Bombers, Marauder Destroyers
- 1-3 Warhound Titans
- 1-3 Reaver Titans

BOMBARD BATTERY ..... 145 pts per model

		Armour		
	BS	Front	Side	Rear
Bombard	3	12	10	10

Unit Composition:
- 1-3 Bombards

Unit Type:
- Vehicle (Tank, Open-topped)

Wargear:
- Bombard Heavy Siege Mortar
- Searchlight
- Smoke Launchers

Special Rules:
- Slow
- Slow Rate of Fire
- Dedicated Ammunition Vehicle

Dedicated Ammunition Vehicle: Any Imperial Guard force that contains a Bombard may also include a Trojan and trailer for free. This is the Bombard's ammunition vehicle. The Trojan is part of the Heavy Support choice with its Bombard. The Trojan is still worth Victory points should it be destroyed.

Options:
Any Bombard may take any of the following:
- Enclosed crew compartment .....+15 pts
- Pintle-mounted heavy stubber or storm bolter +10 pts
- Hunter-killer missile .....+10 pts
- Dozerblade .....+10 pts
- Extra armour .....+15 pts

The entire battery may take:
- Camo-netting .....+20 pts per model

Slow: The Bombard can only move slowly. It is limited to a maximum move of 6" per turn. It cannot move and fire in the same turn, it must remain stationary to fire.

Slow Rate of Fire: The Bombard takes a long time to reload its huge shells. It may only fire every other turn, so after firing it must miss a turn whilst it reloads. It cannot move and reload at the same time.

Bombard Heavy Siege Mortar

Range	Str	AP	Type
36"-240"	8	3	Ordnance1/ 7" blast

IMPERIAL NAVY AIR SUPPORT

Thunderbolt ..... 180 pts
Lightning ..... 145 pts

		Armour		
	BS	Front	Side	Rear
Thunderbolt	3	10	10	10
Lightning	3	10	10	10

Unit Composition:
- 1 Aircraft

Unit Type:
- Vehicle (Flyer)

Wargear:
Thunderbolt
- Two twin-linked autocannons on AA mount
- Twin-linked lascannons

Lightning
- Long-barrelled autocannon on AA mount
- Twin-linked lascannons

Options:
Thunderbolt
The Thunderbolt may carry either:
- 4 Hellstrike missiles .....+40 pts
- 4 Bombs .....+40 pts

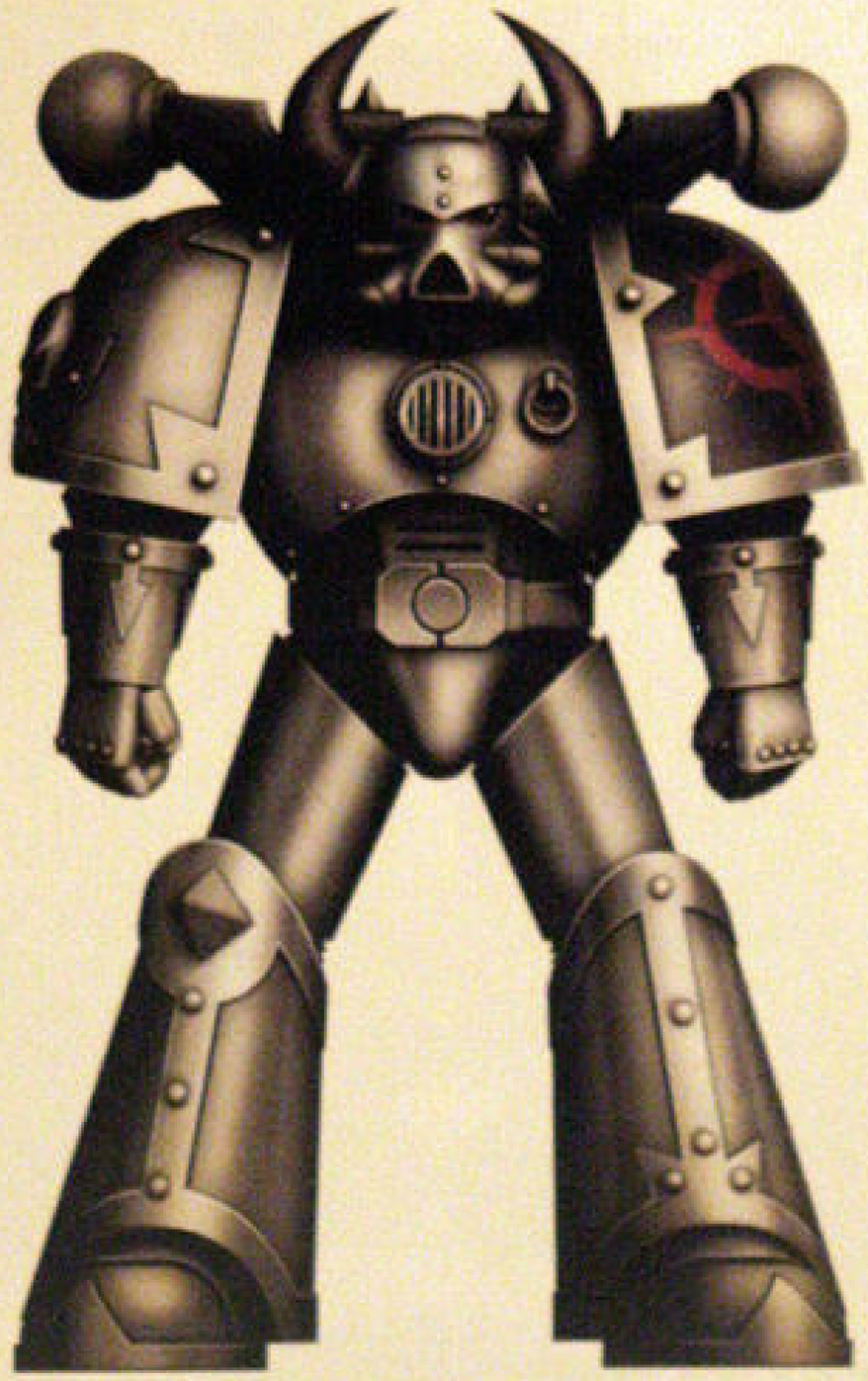
The Thunderbolt may take any of the following:
- Flare/chaff launcher .....+10 pts
- Armoured cockpit .....+20 pts
- Infra-red targeting .....+5 pts
- Illum flares .....+5 pts
- Distinctive paint scheme/decals .....+10 pts

Lightning
The Lightning may carry either:
- 4 Hellstrike missiles .....+40 pts
- 4 Bombs .....+40 pts

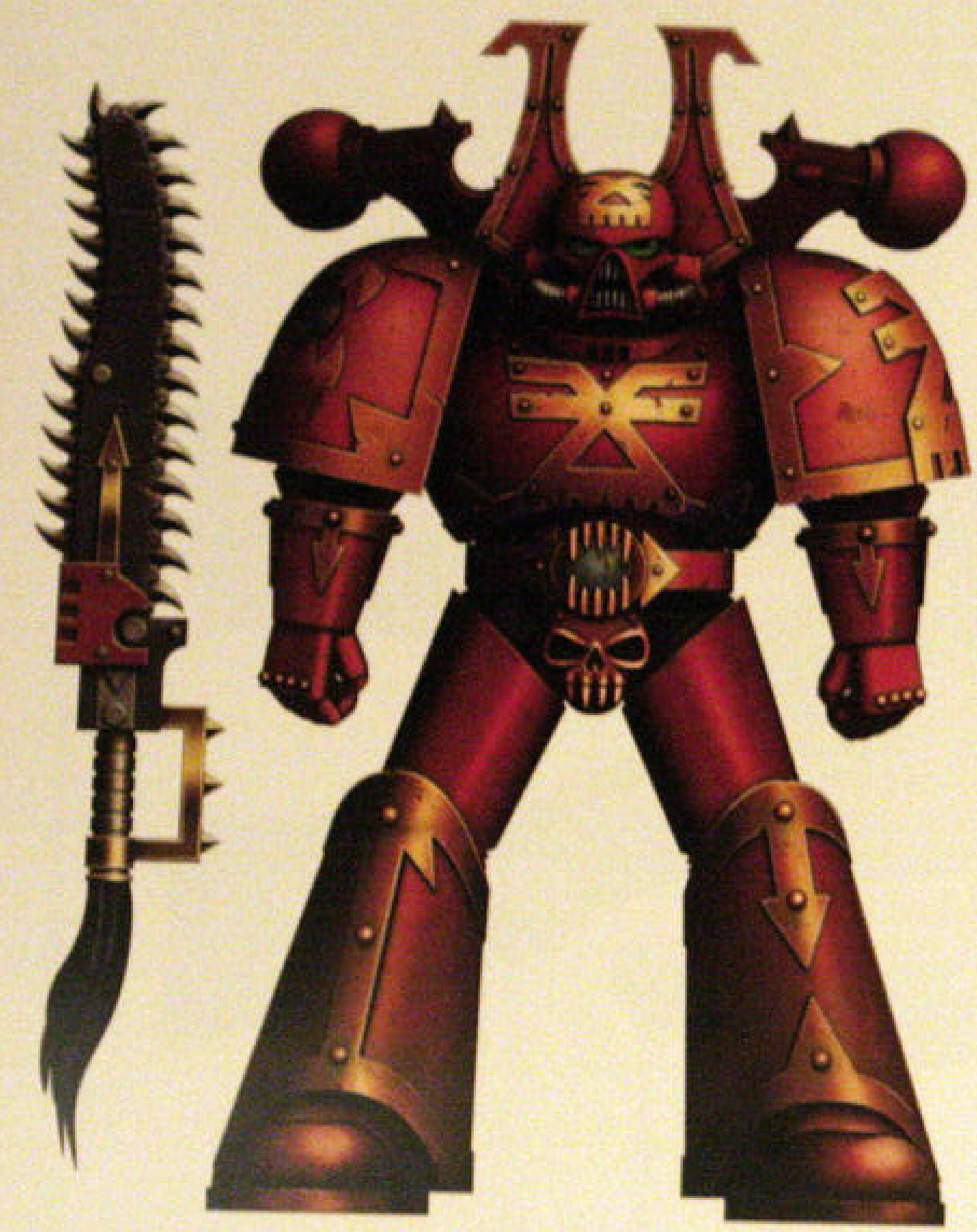
The Lightning may replace its long-barrelled autocannon with:
- 2 Hellstrike missiles .....free

The Lightning may take any of the following:
- Flare/chaff launcher .....+10 pts
- Armoured cockpit .....+20 pts
- Infra-red targeting .....+5 pts
- Illum flares .....+5 pts
- Distinctive paint scheme/decals .....+10 pts

FORCES OF CHAOS



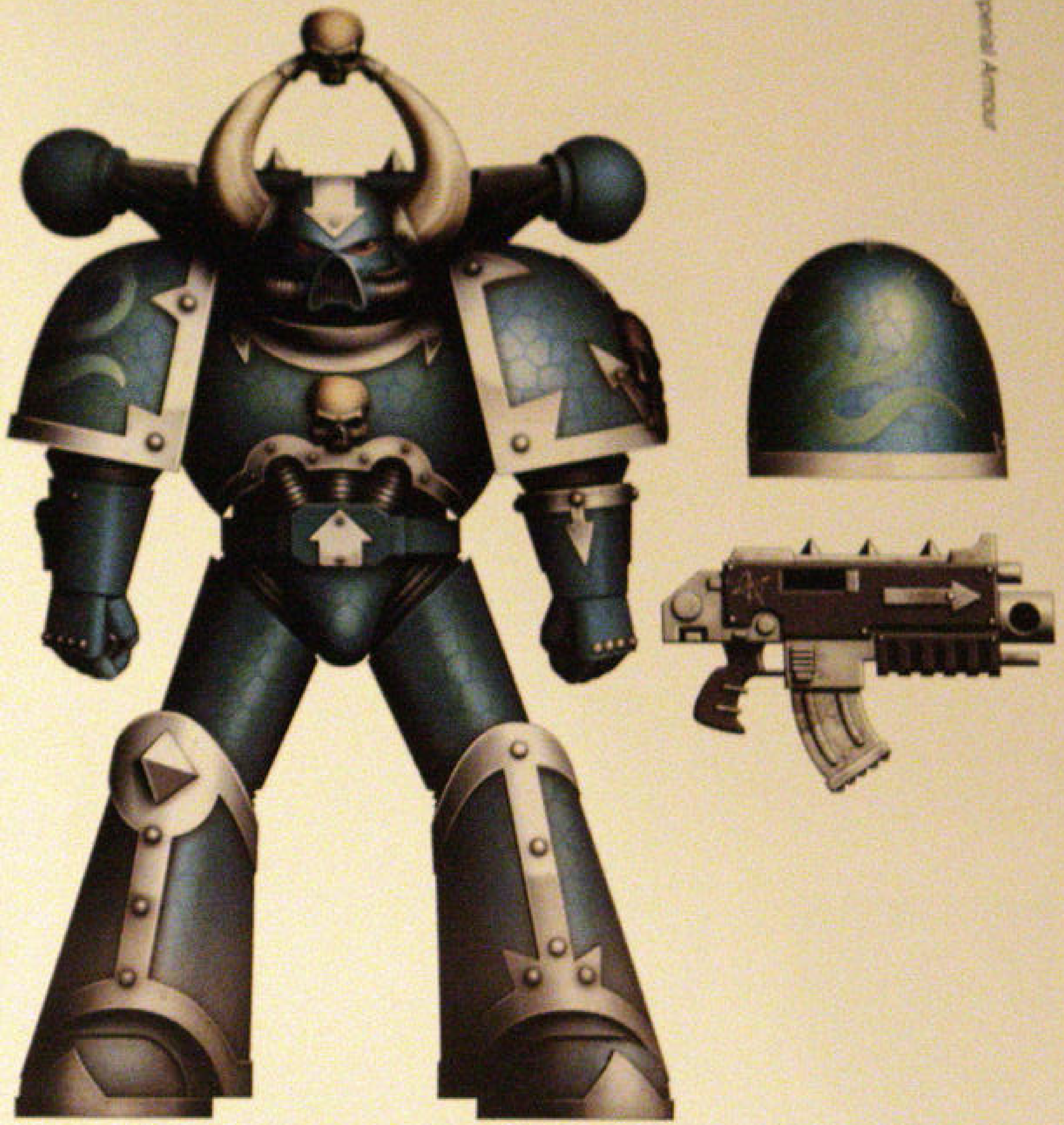
Steel Brethren
May have inherited Iron Warriors' experience in siege warfare.
Warband's cruiser identified as the *Ferrum Invictus*.



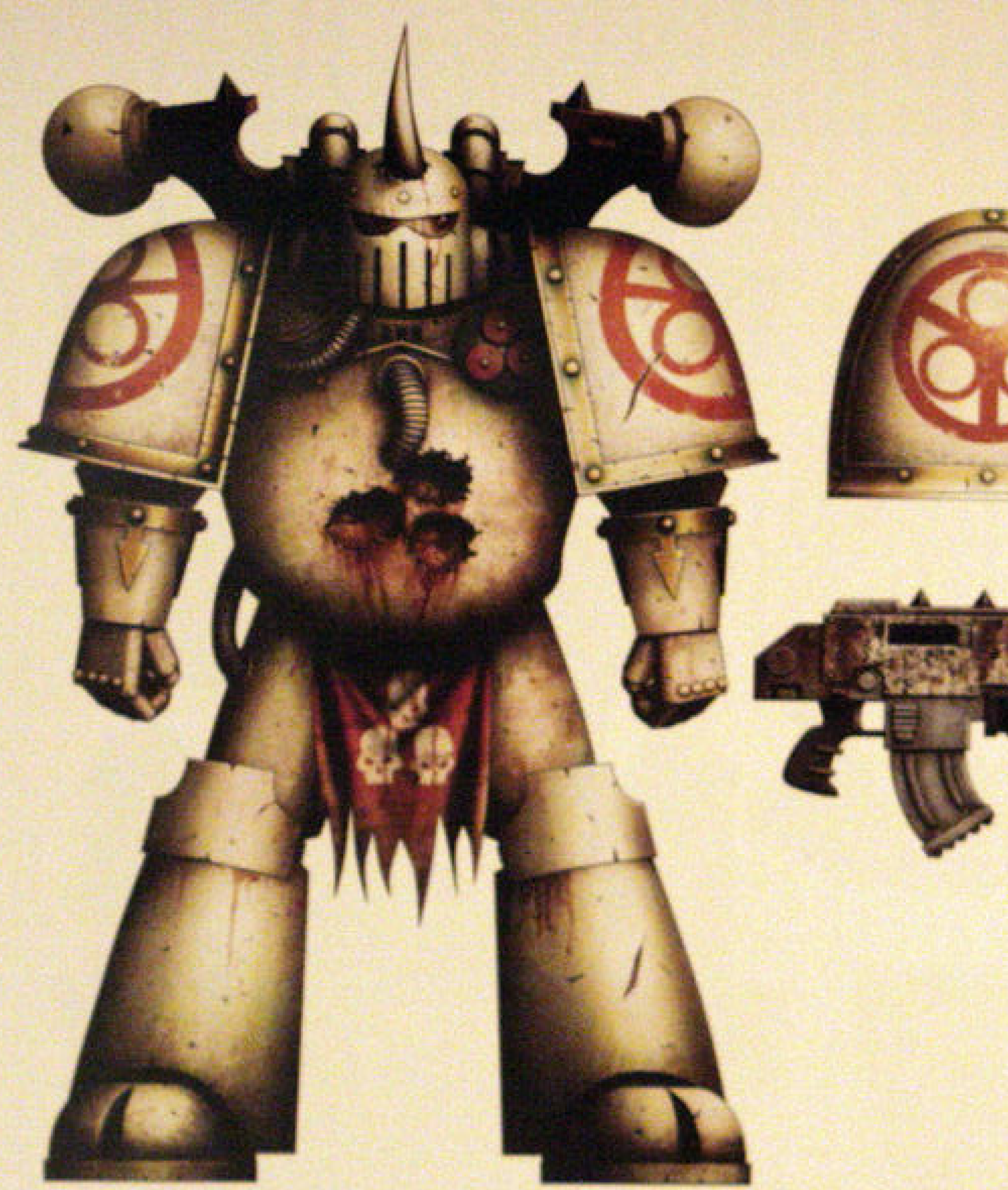
Berserkers of Skallathrax
Large World Eaters sub-faction.
Multiple encounters across Segmentum Obscuras.
Possible connection to Kharn the Betrayer.

The Sanctified
Advanced knowledge of daemonancy.
Thought to have ties to Word Bearers Legion.
Responsible for the opening of Vraks' warp-portal.

Adharon's Reavers
Small renegade corsair group under former Sons of Guilleman Captain Adharon (see Kynbaex Mutiny). No other information available.

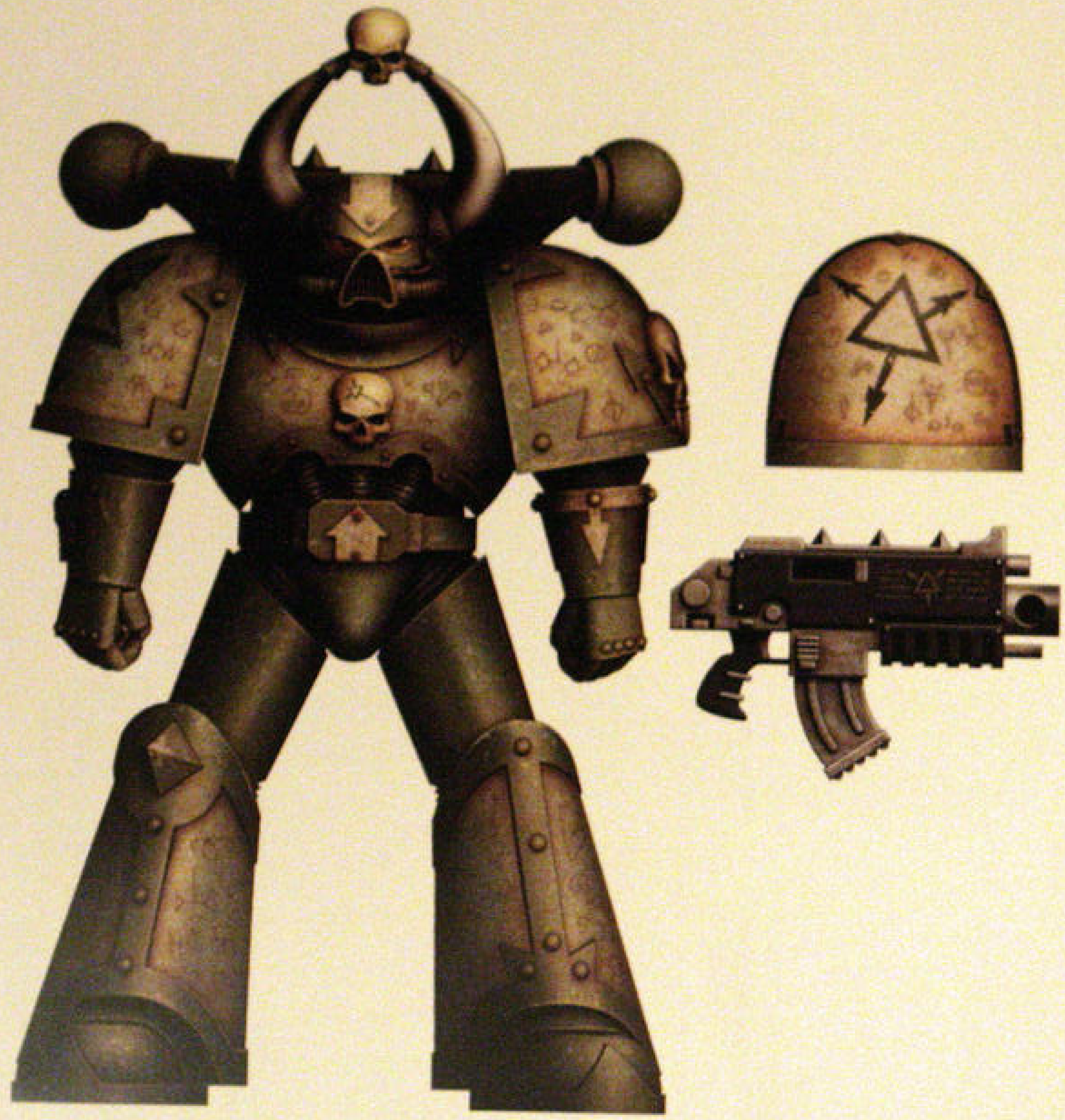


The Faithless
Large Alpha Legion warband based upon the battleship *Anarchy's Heart*. Formerly led by Arkos the Faithless, the warband is now believed to have been destroyed. Arkos is a prisoner of the Dark Angels.

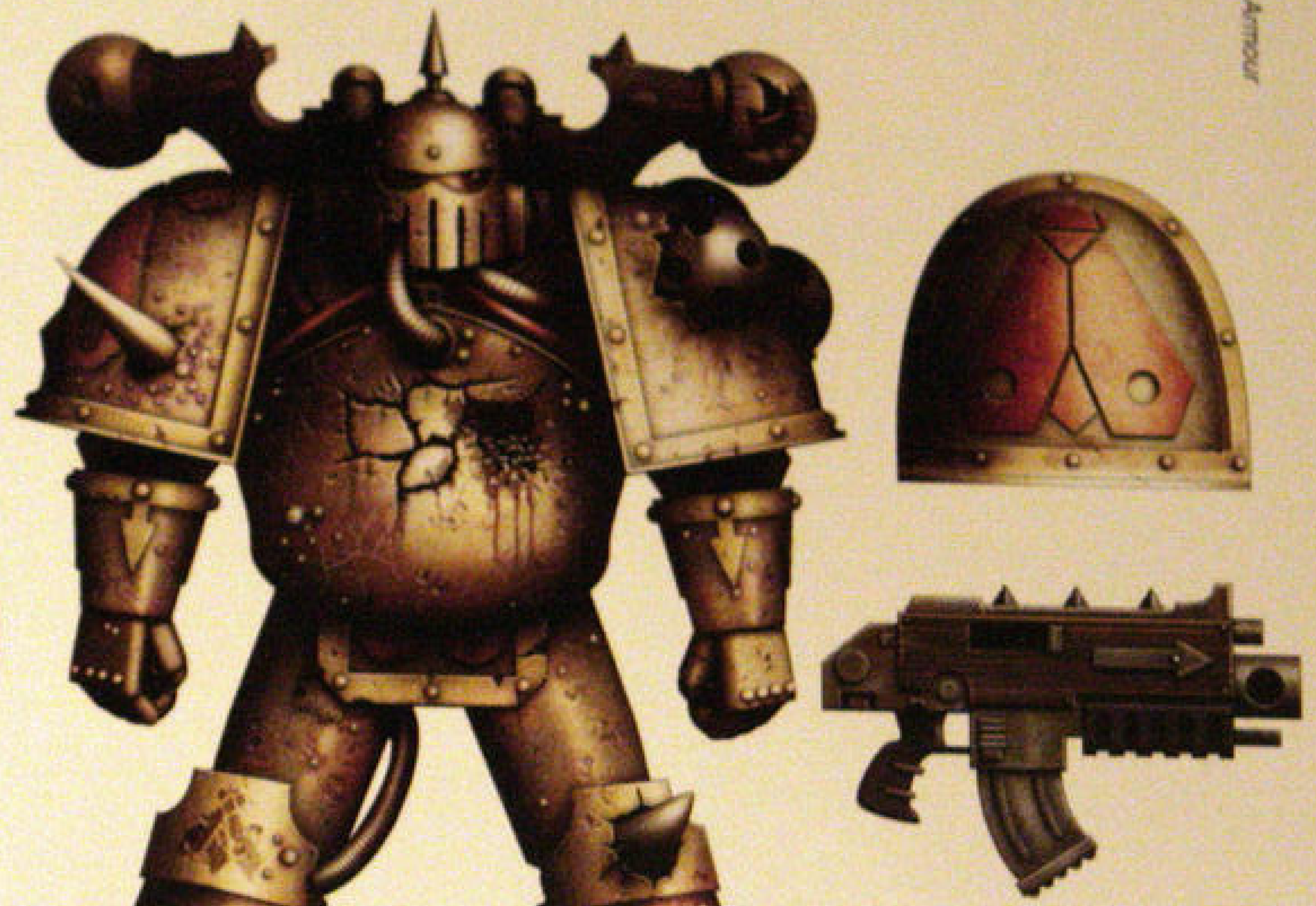


Lords of Decay
Large Deathguard sub-faction. Multiple encounters with the warband over past millenium. Have formerly been led by the Primarch Mortarion.

The Purge
Nurgle worshippers. Infamous for genocidal campaigns and indiscriminate use of chemical weapons.
Post-Vraks campaign location unknown.



The Tainted
Large Deathguard sub-faction. Now connected with the daemon-prince Mamon.



Apostles of Contagion
Led by Necrosius, the self-proclaimed 'Hand of Nurgle'. Thought to be responsible for plague zombie infestations across Vraks. Heavy losses inflicted upon the warband during the Vraks war.

NECROSIUS

THE HAND OF NURGLE

MASTER OF THE APOSTLES OF CONTAGION

The bitter and twisted sorcerer known as Necrosius is an ancient foe of the Imperium. A sworn servant of Nurgle, the Chaos god of pestilence, despair and decay, Necrosius is the master of the plague god devoted warband known as the Apostles of Contagion and a powerful sorcerer whose dark arts can awaken the dead to a nightmarish half-life.

Once an Apothecary in the Death Guard Legion whose true name has long been purged from all records. When the Legion's fleet was becalmed in the Warp and invaded by the corruption of Nurgle, the man who would become Necrosius and his fellows turned their every art and skill against the plagues sweeping their ranks but it was to no avail. The decay and disease that ravaged the Death Guard was a thing of Chaos, no mortal science or cure could hope to counter and the whole legion had been betrayed to its damnation in suffering at Nurgle's hands. Necrosius would not stop trying however, and even as his fellow Astartes died around him, succumbing each in turn to despair and the macabre blessings of Nurgle's touch, he struggled on against all hope, obsessed with finding the answer, even though the halls of the strike cruiser on which he was stationed began to unnaturally twist and corrode around him, and in the shadows daemons capered and mocked his efforts. Though his dead comrades staggered back into unholy life and his own body had become a bloated and rotted husk, he continued past reason and past the bounds of sanity. It was only when he heard the voice of his new father in corruption chortling and whispering to him in the murmerous wings of carrion flies and the sibilant gurgling of rotted, decaying organs, that Necrosius embraced the full nightmare truth of what he and his fellows had been damned to become, and embraced the service of his vile god.

A true convert to Nurgle's cause, Necrosius cast aside his past learning and cherished role as a healer of his battle brothers and gave himself, blighted soul and rotted body to the lore of death and the pursuit of Daemoniac sorcery, excelling as a master of the dark arts. With the zealous conviction of a true convert, Necrosius quickly gathered a following among his fellows with this baleful oratory and vision of granting the gift of eternal 'life' through death to all mankind, and these first disciples among the corrupted Death Guard would become the first Apostles of Contagion. His bitter heart would allow him to bend the knee to no master save Father Nurgle, even his former lord Mortarian he obeyed only grudgingly and long has he harboured a resentment of Typhus, whose betrayal sent the Death Guard to its final damnation. It is a resentment that has festered into a hateful rivalry and open conflict down the years between his faction and that of the former Death Guard Captain and now Host of the Destroyer Hive.

Soon Necrosius' Apostles parted company from their fellows and went their own way, spreading disease and walking death wherever they went, heedless to whom they brought their blighted 'gifts' be they servant of the Emperor or follower of the Ruinous Powers. As a result he and his Apostles have made many enemies and participated in great atrocities down the long centuries since the days of the Heresy, from the horrors of the Dorisca Genocides to the blighting of the Eldar Maiden world of Cth'rawl. During these many years the power of Necrosius and his Apostles of Contagion has waxed and waned many times, and indeed sources both Imperial and within the forces of Chaos have believed him destroyed on numerous occasions, whether at the blades of Imperial Assassins or in the flames of Ahriman's sorcerous fires, but always he has returned, earning him the sobriquet "the Undying" among his devotees.

When Necrosius arrived on Vraks as part of the Chaos counter-assault, his presence was at first unsuspected and unlooked for by ally and foe alike, for once again his enemies had believed him dead, and he and the fruits of his occult arts had not been seen for more than a century. His 'new' Apostles of Contagion are a relatively small but powerful warband, among them are numbered rotting and corpulent Plague Marines, Nurgle devoted renegades of uncertain origin and many dark acolytes, apostate preachers and lesser sorcerers, each apprentice to Necrosius's own necromantic craft. Although he would accept no master, least of all the heretic Cardinal Xaphan nor indeed the mighty Lord Zhuphor who soon garnered the allegiance of the bulk of the Chaos Marines on Vraks, Necrosius and his followers soon busied themselves with their own nightmarish work. Like the viral infections they embraced to corrupt their own bodies, the Apostles of Contagion passed among the ranks of the renegades of Vraks like rotting spectres, spreading their poisoned words and infecting the degenerate and the despairing with their bleak and unholy creed. Meanwhile Necrosius and his sorcerers travelled the long fought-over battlefields of Vraks, conducting rites of the darkest sorcery over the killing grounds, mass graves and the unburied dead, preparing the way for the horror to come.

As the slaughter began again in earnest, from the relentless hammering of the artillery and the thunder of the Titan's stride, to the carnage of the Khornate Beserker's onslaught and the poisoned fumes that accompanied the Purge's assaults, the corpses of the fallen began to stir in Vraks' blood-soaked earth. Nurgle's dance of the dead had come to Vraks and Necrosius was calling the tune.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Necrosius	160	5	5	4	5	3	5	3	10	3+

Wargear: Bolt pistol with plague bolts, Force Weapon, Frag grenades, Krak grenades, Blight grenades

Psychic Powers: Nurgle's Rot, Gift of Chaos

SPECIAL RULES

Independent Character, Fearless, Feel No Pain, Mark of Nurgle (already included above), Master of the Dead

Master of the Dead
Necrosius is a powerful sorcerer who has learned many terrible secrets from the suppurating lips of Papa Nurgle's daemon-kin. Whilst Necrosius is present on the battlefield, all Plague Zombie units gain the Furious Charge special rule.

Plague Bolts
Attacks from Necrosius' bolt pistol count as poisoned and always wound on a 4+ unless the weapon's normal strength would make the result needed lower.

BRASS SCORPION OF KHORNE

A massive, multi-legged war machine that dwarfs its counterpart, the Defiler, the Brass Scorpion is a Daemon Engine whose wider existence was believed to be apocryphal until the latest Black Crusades of the Arch-Traitor Abaddon the Despoiler saw them encountered in increasing numbers. Frighteningly agile and fast for its size, particularly over broken terrain, the Brass Scorpion excels at attacking fortified positions and scouring infantry from their defences amid the tangled morass of a ruined cityscape or other such treacherous ground. Despite its size and construction, it acts with an unnatural fluidity of movement and a predator's instinct for the kill that reveals its true nature as a beast born of hell. Few other machines, even among those found in the arsenals of Chaos, can match the seemingly frenzied delight with which this half-daemon beast of metal lusts for the kill.

The Scorpion is heavily armed, mounting a potent demolisher cannon to smash through fortifications, and a rapid-firing tail 'sting' cannon elevated above it providing an excellent 360° arc of fire, all the better to slaughter entire squads of infantry and light vehicles in a single sweep. As befitting an engine devoted to the Blood God Khorne, it is at close range that the Brass Scorpion is at its most destructive, easily capable of ripping apart tanks and defence lines with its massive claws and incinerating whole swathes of foes with gouts of infernal fire and molten brass from its Hellmaw cannon.

Like other Daemon Engines, the Brass Scorpion is almost impossible to stop; its brass and iron construction transmuted by daemonic energies and the bloody rites of the Skull Lord into an unholy substance not of the mortal realm, and proof against all but the most powerful shot and shell. Furthermore, the graven runes of the Blood God used in the construction of this baleful war machine and the savage Warp entities bound within grant it an unusually high resistance to psychic powers directed against it; a reflection perhaps of the hatred that Khorne and his followers display to those who would use such arts.

That the Brass Scorpion was the diabolic invention of the so-called Dark Magos (much like the Defiler or the Hell Talon), is believed likely by the Ordo Malleus. Renegade and Warp-tainted former members of the Adeptus Mechanicus who sided with Horus during the Great Betrayal and fled with the other defeated traitors to the Eye of Terror, it is believed that the Dark Magos apply their insane genius for the highest bidder to forge heretical weapons and war engines of unparalleled savagery.

Since they first began to be encountered in substantial numbers during major Chaos assaults from the Eye of Terror, there seems now to have been several variants of the Brass Scorpion. Some machines display close similarities in construction to the Defiler, while others have more outlandish and distinct shapes and sizes. Brass Scorpions have been encountered varying from the size of a Leman Russ battle tank up to colossal monstrosities the size of small Titans. Variations in armament have also been noted.

Stalking gigantic metal Scorpions
a kind of daemonic machine
breathing noxious molten breath
flailing tendrils
Scorpion tail spits hail of fire
Claws ripped with spinning blades or hacked and sliced
The trapped souls called out to us
Terrifying size
The peerless machines varied in shape and size but each dyed burning brass in great steaming pools
The most inhuman of movement these stalking giants are terrifying in speed and power
CLASSIFIED

GREAT BRASS SCORPION (SCORPIOS COLOSSI)..... POINTS: 550

				Armour				
	WS	BS	S	Front	Side	Rear	I	A
Brass Scorpion	3	3	10	14	13	10	3	6

UNIT: 1 Brass Scorpion

TYPE: Super-heavy Walker

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:
- One Scorpion cannon
- One Demolisher cannon
- Two Hellmaw cannons

WEAPON	RANGE	STR	AP	SPECIAL
Scorpion cannon	36"	6	3	Heavy 10, Primary Weapon
Demolisher cannon	24"	10	2	Ordnance1, 5" Blast
Hellmaw cannon	Template	6	3	Assault 1

SPECIAL RULES:

Frenzied Charge: The Brass Scorpion can cover all manner of terrain at great speed – it assaults 12" as if it were a beast.

Daemonic Possession: The Brass Scorpion ignores all Driver Stunned and Gun Crew Shaken damage results.

Runes of the Blood God: Any psyker that targets the Brass Scorpion with a psychic power automatically suffers a Perils of the Warp attack, regardless of whether or not they pass their Psychic test.

Doomsday Reactor: The Brass Scorpion receives a +2 modifier when rolling on the Catastrophic Damage table.

BLIGHT DRONES
THE BILECYSTS OF NURGLE

During the final, nightmarish stages of the Siege of Vraks, many dark and terrible engines of war were unleashed by the Chaos forces to contest this benighted world. Staggering in their diversity and blasphemous in their malignant design, many were old foes of the Ordo Malleus, while others had been considered nothing more than fearful rumours until they appeared on Vraks. A few had never been encountered before (or at least none had lived to tell the tale of meeting them), and of this latter category on Vraks amongst the most unique and horrific were the Blight Drones.

Seemingly a weird conglomeration of insect lavae, flying machine and daemonic entity, the Blight Drones quickly became a terror in the poison-choked skies above Vraks. The maddening, incessant droning buzz of their rotor disks echoing from the murky fog of war quickly became recognized as an omen of death by the Imperial Guard troops. Stories from the maimed and rotting survivors of Blight Drone attacks, quickly spread through the ranks. The fear of the negative effect on morale from these rumours was such that it became a serious concern for the commissars. Such rumours were judged to be a morale threat in-and-of themselves. By the end of the campaign those found to be repeating such stories faced arrest and transportation to penal units.

Unfortunately for the Imperial forces, the Blight Drones' macabre and deadly reputation was more than matched in dreadful fact by their effectiveness on the battlefield. Armed both with rapid-firing light cannon and a maw-like weapon capable of spewing jets of corrosive toxic bile strong enough to eat through metal and liquefy flesh in seconds, they proved deadly both to entrenched infantry and light vehicles, while troops caught in the open stood little chance against their swooping assaults. The Blight Drones' squat, bloated form also proved unusually resilient to weapons fire for a skimmer of their size, a factor attributed to their seemingly 'living' flesh and rusted armour plating, as well as the will of whatever dark intelligence guided them.

When first encountered, after action reports by scattered and often terribly maimed survivors led to misidentification of the Blight Drones either as conventional flying vehicles of some kind, or indeed huge Warp-mutated insects, but as the Inquisition's savants and intelligence staff pieced together the evidence, the truth that they were facing some new form of Daemon Engine became abundantly clear. The Blight Drones themselves were often encountered in clusters and swarms, acting much in the manner of carrion flies and ambush predators, drawn it appeared to ongoing bloodshed and concentrations of the dead on the battlefield as much as they were 'ordered' into combat by any directing force. Imperial psykers and Inquisition seers could readily detect the decaying spoor of the Daemons of Nurgle in their passing. Where ever they were encountered, the air grew thick with poisonous fumes and the soil of Vraks blistered and rotted beneath them as their corpulent flesh wept continually with dripping ichor.

Unconfirmed reports spoke of these Daemon Engines coming down to rest on piles of corpses seemingly to 'feed', liquefying the carcasses of the dead and the dying, and sucking up the decaying sludge, perhaps to fuel themselves or maintain their presence in the physical universe. But others claim that no evidence could be found of the Blight Drones landing or needing any form of mundane maintenance or base of operations.

Although the war on Vraks was the first confirmed encounter with the Daemon Engines codified as Blight Drones by the Imperium, and their origin remains unknown, it was not the last. Since the Vraksian conflict Blight Drones have been encountered in several battles, notably fighting alongside the renegades known as the Purge and several Death Guard splinter factions. Additionally, unconfirmed reports have placed these obscene weapons as part of the daemonic incursions in both the ongoing conflict in the Charadis Rifts war zone and during the Thirteenth Black Crusade.

The sound of the beasts
appeared first from the
poisonous mist
The Despoiler
Flies
from the
mind of
the Host
CLASSIFIED
Sacrum
Obsura
Dripping Wet Poison
Many men became
Ill in their Wake

BLIGHT DRONE OF NURGLE POINTS:125

	Armour			
	BS	Front	Side	Rear
Blight Drone	2	12	11	10

Unit Composition:
- 1-3 Blight Drone

Unit Type:
- Vehicle (Fast, Skimmer)

Wargear:
- Mawcannon (vomit or phelgm)
- Reaper autocannon

Options:
- None

WEAPON	RANGE	STR	AP	SPECIAL
Mawcannon				
– Vomit	Template	6	4	Assault 1
– Phelgm	36"	8	3	Assault 1, 5" Blast
Reaper Autocannon	36"	7	4	Heavy 2, twin-linked

Special Rules:
- Daemonic
- Explosion of Puss

Explosion of Puss
When a Blight Drone is destroyed, it invariably detonates in a shower of bile and puss. Treat all Destroyed – Wrecked results on the Vehicle Damage table as Destroyed – Explodes results instead.

Fast Attack: *A squadron of Blight Drones is a Fast Attack choice for a Chaos Daemons army or a Chaos Space Marine army that includes at least one unit of Plague Marines.*

BLOOD SLAUGHTERER
KHORNE'S EXECUTIONERS

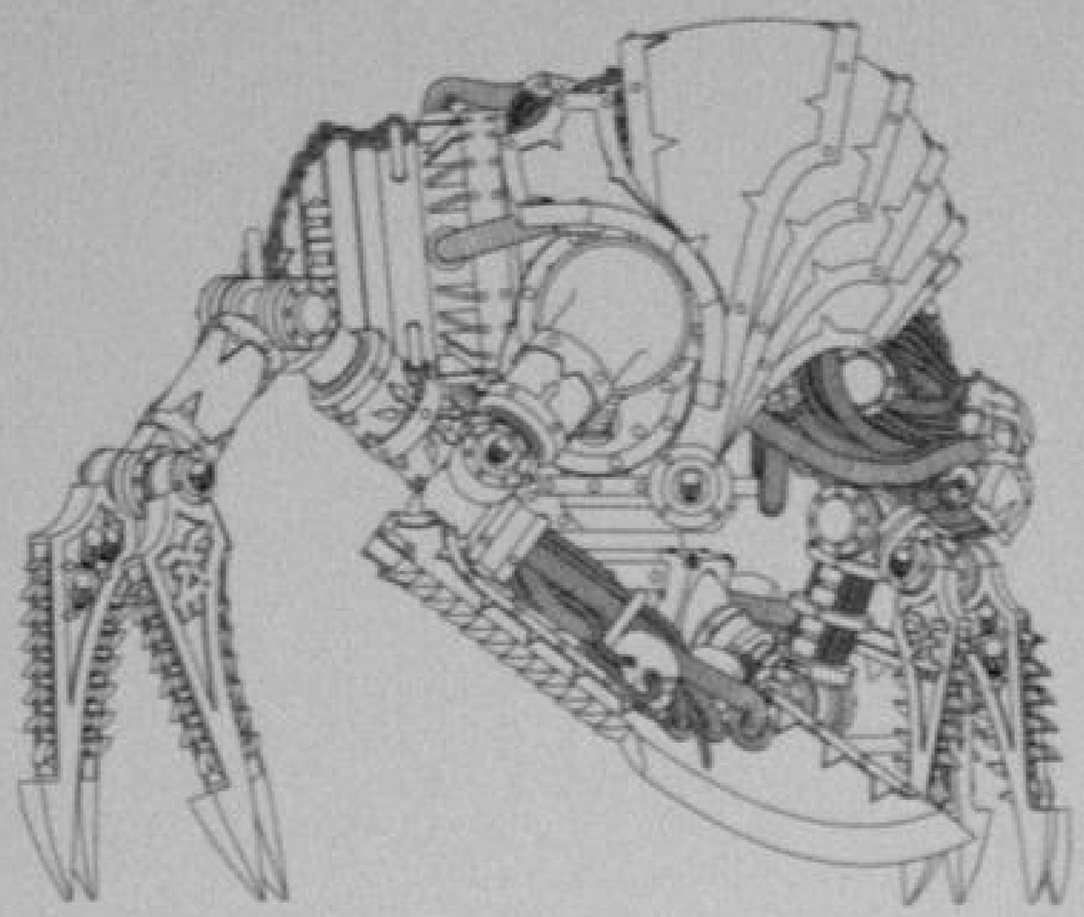
Hulking, blood-soaked engines of glittering red brass and black iron, the Blood Slaughterer of Khorne is a daemon possessed war machine created with the single purpose of wreaking carnage on the enemy, rending and killing in an indiscriminate fury as an act of worship to the Blood God. Such is the savage and near uncontrollable rage of the Warp spawned forces that empower them that the armoured chassis of a Blood Slaughterer must lay empty and dormant between battles, only to be possessed and brought to unholy life by gore-filled rituals on the eve of conflict. Only then can the burning runes and cold iron fetters that bind them be loosed and the Blood Slaughterers unleashed to slay and sow havoc in Khorne's name.

Although knowledge of them has long been suppressed and purged from most histories, save the sealed archives of the Grey Knights on Titan and the sacred canticles of the mighty chapters of the Adeptus Astartes, the 'slaughtering engines of Khorne' have longed ranked among the most terrible enemies the Imperium can face on the battlefield. The first true 'slaughterers' were encountered during the dark and terrible wars of the Great Heresy, thought to be a savage outgrowth of the more common Dreadnought walker technology employed widely by the Space Marine Legions. These first slaughterers were 'berserker Dreadnoughts' optimised for close combat assaults and as line breakers, modified from standard patterns to be larger and swifter than their more common counterparts, and employed in near suicidal charges into the heart of an enemy line. Their use by the World Eaters Legion is stated in some apocryphal sources in fact to pre-date the Heresy itself in some form, and such was the savage reputation of this Legion even before its fall that this is most likely true.

In the millennia that followed, war machines identified or reported under the designation 'Slaughterer', themselves showing a wide variety in size, configuration and power if not role, were encountered in scores of different war zones, most widely in connection with raiders from the Eye of Terror, as well as during the fall of the Sabbat worlds and as far afield as uprisings on the southern Galactic fringe. It was not however until the terrifying First War for Armageddon in 499.M41 that the slaughterer was seen again in great numbers. In this nightmarish conflict, that most ancient and dread enemy of Mankind, the Daemon-Primarch Angron led his forces in an attack on the vital world of Armageddon. For the first time since the Horus Heresy, the Slaughterer, now reincarnated in a dark fusion of technology and the touch of the Blood God Khorne, crashed in unstoppable waves against the beleaguered defenders, bellowing their horrific war cries. They ripped through anything, flesh or steel that opposed them, savage and berserk, drowning the streets of Armageddon's hive cities in a red tide of butchery.

Since this dark conflict, the slaughter Daemon Engine, appearing in several recognised variants, has been encountered once more in increasing numbers, particularly in the hands of the World Eaters and their fractious successors. On Vraks, the 'Blood Slaughterers' a scuttling multi-legged walker adorned with a profusion of barbs, ragged cutting edges and ripping chainblades, were perhaps the second-most numerous form of Daemon Engine in the Chaos forces after the Defiler, with scores unleashed on the battlefield as shock assault units.

Blood Slaughterer



ADEPTUS MECHANICUS DEPARTMENTO MANUFACTORUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 8484-074-2787-RESTRICTED

Vehicle Name BLOOD SLAUGHTERER

World of Origin UNKNOWN

Known Patterns UNKNOWN

Crew NONE

Powerplant UNKNOWN

Weight UNKNOWN

Length 5.4 M APPROX

Width 6.8 M APPROX

Height 4.4 M APPROX

Ground Clearance 1.2 M APPROX

Max Speed - On Road UNKNOWN

Max Speed - Off Road UNKNOWN

Main Armament 2 X CLOSE COMBAT WEAPONS

Secondary Armament NONE

Traverse 360°

Elevation -90° TO +90°

Main Ammunition NONE

Secondary Ammunition NONE

Armour

Turret N/A

Superstructure UNKNOWN

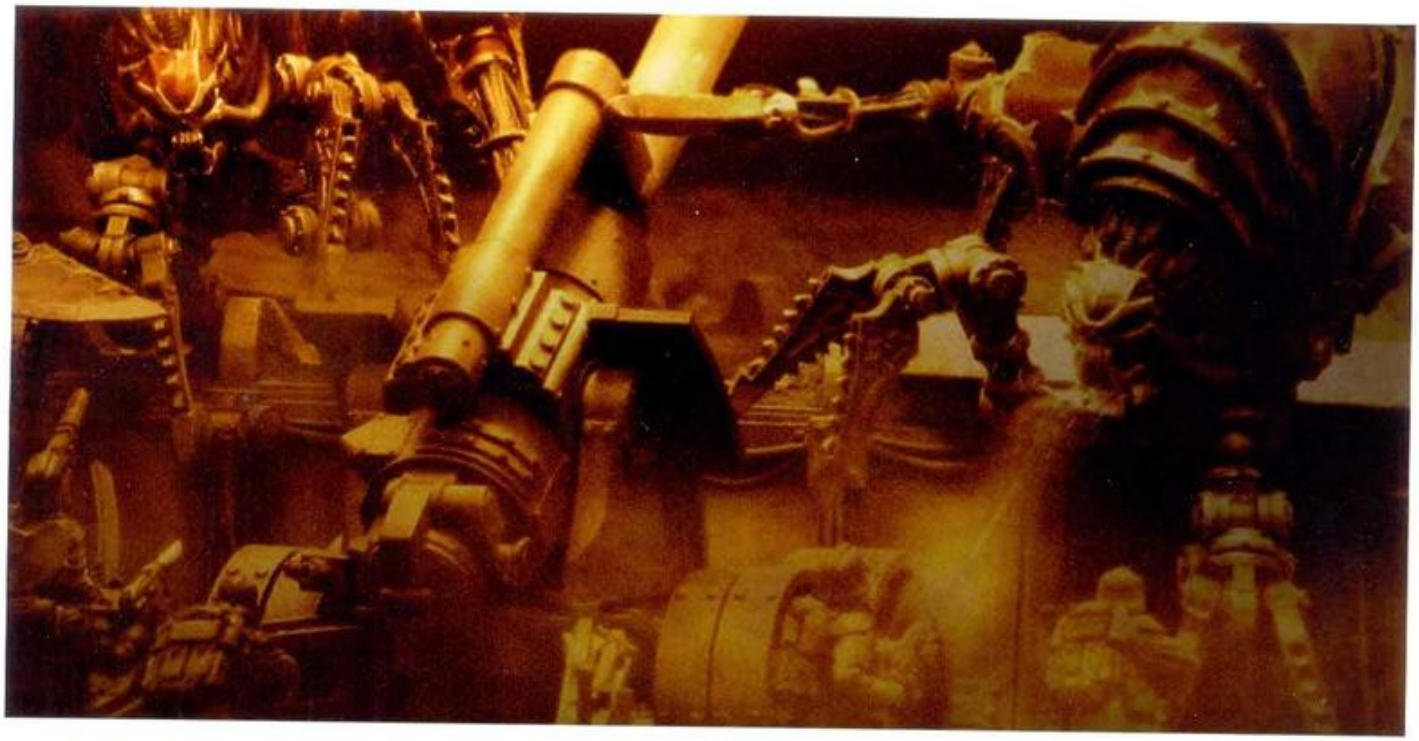
Hull UNKNOWN

Gun Mantlet N/A

Date 22.739.M41

Signature

Magos Fabricator



BLOOD SLAUGHTERER POINTS:130

				Armour				
	WS	BS	S	Front	Side	Rear	I	A
Slaughterer	5	1	6(10)	13	12	10	4	3(+D3)

Unit Composition:
- 1-3 Blood Slaughterer

Unit Type:
- Vehicle (Walker)

Special Rules:
- Fleet
- Daemonic
- Rage
- Rage of Khorne

Wargear:
- Two Dreadnought close combat weapons (extra attack already included)

Rage of Khorne
Consumed by their lust for battle, its rage builds until it is released in the first frenzy of close combat. A Blood Slaughterer gets +D3 extra atacks for charging instead of the normal +1.

Heavy Support: *A squadron of Blood Slaughterers is a Heavy Support choice for a Chaos Daemons army or a Chaos Space Marine army that includes at least one unit of Khorne Berserkers.*

Options:
- A Blood Slaughterer may replace one of its Dreadnought close combat weapons with an Impaler for +5 pts. If the Impaler is taken then the Blood Slaughterer loses 1 attack.

Impaler

Range	Str	AP	Type
12"	*	*	Assault 1

**The Impaler firers a barded harpoon attached to chains and is used to spear its victim then drag it into the Blood Slaughterer's reach. Roll to hit as normal. If a hit is scored then instead of rolling to wound or for armour penetration roll 2D6. Move the target this distance directly towards the Blood Slaughter. If the target reaches the Blood Slaughterer then the Blood Slaughterer counts as assaulting it.*

The Impaler can only be used against models of Dreadnought size or less.

GOREFEASTER
DAEMON BEAST OF KHORNE

Many horrors too foul to name spill from the Daemon worlds of the Eye of Terror. They are the abominations of Chaos, creatures taken by the dark gods and corrupted for the god's entertainment and possessed by spirits of ravenous daemons. Gorefeaster is one such creature, tormented and driven insane by its hideous form, its soul possessed by the base and bloody desires of the daemon within, Gorefeaster seeks only to kill.

Gorefeaster is a huge beast of muscle, sinew, fangs and claws with only one thought driving it – to charge headlong into the enemy, tearing and goring a bloody path across the battlefield. The beast's origins are unknown. If it was ever mortal (perhaps some fierce carnivorous creature from an undiscovered deathworld), then it has long forgotten its natural instincts.

The first recorded encounter with Gorefeaster was during the infamous Storms of Judgement along the Caradryad Warp fault. The entire Grey Knights Chapter responded as the dangerous Warp fault opened and three massive Warp storms suddenly lashed the Caradryad sector in Segmentum Tempestus. The populated planets of the sector were plunged into anarchy and revolt as millions were driven insane overnight. Ordo Malleus Inquisitor Ferrando Qui names the creature in his work the *Ars Practica Animum Daemonica*, and tells of his encounter and exorcism of the beast on his expedition to the Hel Quadrant.

There have been at least sixteen other recorded sightings or banishments of the Gorefeaster. Its latest appearance was upon Vraks, where it was summoned through the Vraks portal to join the Citadel's defence. Unleashed during the many sallies from the Citadel, it raced downhill to smash into the advancing Imperial Guard platoons, adding its toll to the carnage.

GOREFEASTER ..... POINTS: 160

	WS	BS	S	T	W	I	A	Ld	Sv
Gorefeaster	5	-	8	6	4	4	4	5	6+/5+

UNIT: 1 Gorefeaster

TYPE: Monsterous Creature

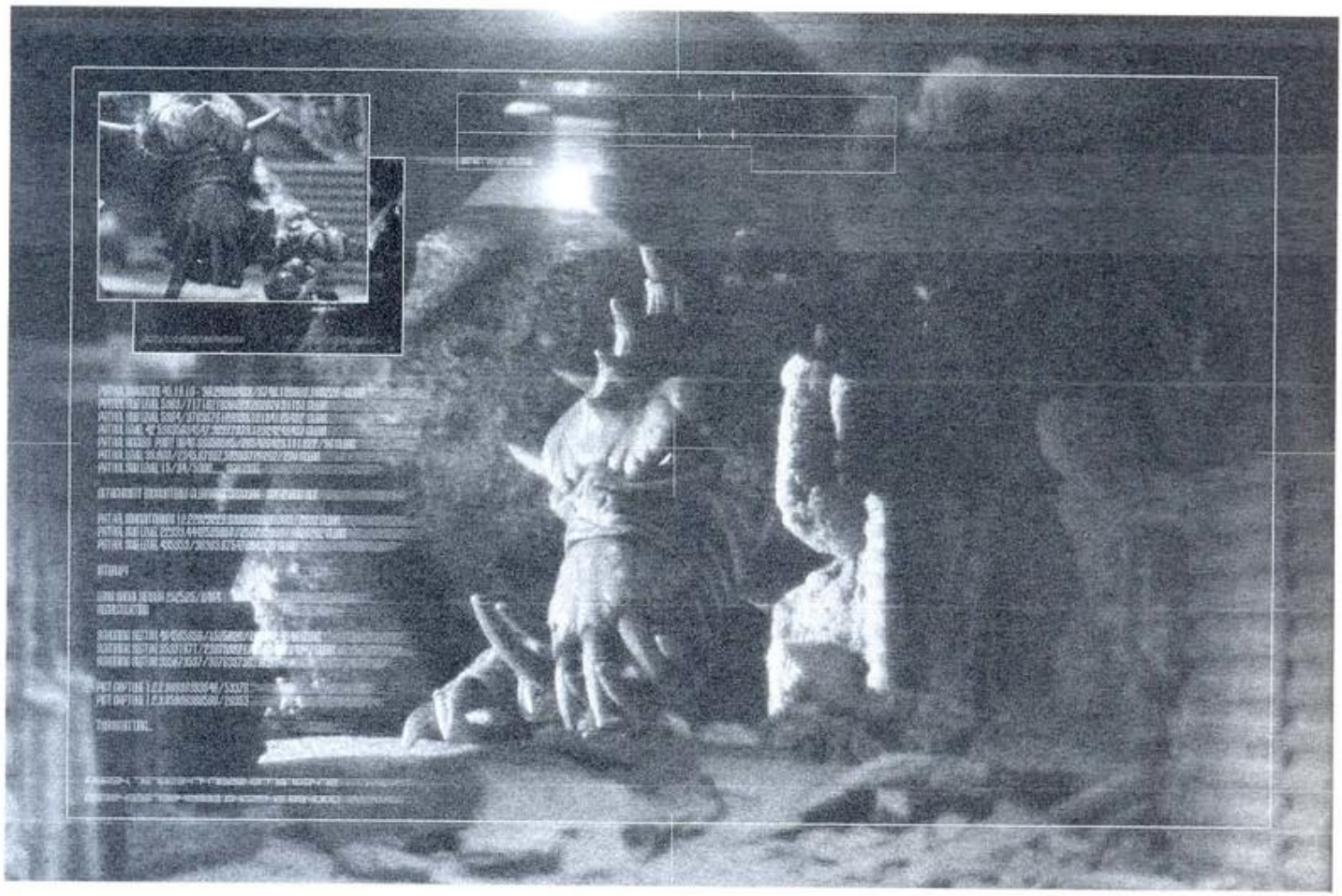
WEAPONS AND EQUIPMENT:
- Large fangs, claws and spines

SPECIAL RULES:
Daemonic, Fearless, Fleet:

Invulnerable Save: Gorefeaster has a 5+ Invulnerable Save.

Transport: Gorefeaster may not be transported inside a transport vehicle.

Heavy Support: *Gorefeaster is a Heavy Support choice for a Chaos Daemons army.*



JIBBERJAW
GIANT PLAGUESPAWN OF NURGLE

With the arrival of the reinforcing renegade factions on Vraks, the servants of Chaos brought with them numerous bizarre and dreadful war engines and the heinous taint of the Warp to the conflict. But neither Daemon nor machine encompassed the limits of the nightmarish weapons they employed. A terrifying case in point was the foul creature named 'Jibberjaw' by those Imperial forces who survived a confrontation with the beast.

Believed to have been brought to Vraks by the renegade Adeptus Astartes faction known as the Tainted, Jibbermaw was a gigantic Chaos Spawn, a creature so afflicted by the horrors of mutation as to be unrecognizable in origin and no longer subject to the bounds of physical laws or sanity. This foul creature, whose flesh constantly bubbled with necrotic wounds and fanged mouths which sagged open and sealed shut from moment to moment, and that ceaselessly gibbered and cackled with an almost human madness was the size of a tank, and proved able to rip apart the heaviest armour with its huge claws. Blessed by the Plague God, those near it often died without even touching the creature, succumbing either to sudden diseased contamination or driven to immediate despairing suicide by its continuous insane prattling.

The Tainted were mysterious in origin, and seemingly obsessed with both the worship of the Lord of Decay in his aspect as the Father of Despair and the occult corruption of flesh. They quickly became prominent for their engagement with the Vraksian renegades. It is believed to be the whisperings of their leaders that worked on the misery and horror of the war and converted so many of former Cardinal Xaphan's followers into forswearing themselves body and soul to Nurgle. The Tainted are believed to have brought a 'rotted circus' of befouled creatures to Vraks with them, of which the Jibberjaw became the most infamous, as well as the baleful means to create more twisted Chaos Spawn and other decaying mockeries of life. For this reason, those savants of the Ordo Malleus who have studied the closing stages of the Siege of Vraks also attribute the vile Plague Ogryns to their arts.

JIBBERJAW ..... POINTS: 150

	WS	BS	S	T	W	I	A	Ld	Sv
Jibberjaw	4	-	6	6	6	2	D6+2	10	-

UNIT: 1 Jibberjaw

TYPE: Monsterous Creature

WEAPONS AND EQUIPMENT:
- Teeth, claws, stingers, bad breath

SPECIAL RULES:
Mindless, Fearless, Feel No Pain, Slow and Purposeful; Poisoned Weapons (3+);

Transport: Jibberjaw may not be transported inside a transport vehicle.

Heavy Support: Jibberjaw is a Heavy Support choice for a Chaos Daemons army.

CHAOS REAVER TITAN

Titans are colossal engines of war, bestriding the battlefields like wrathful gods. Defended by all but impregnable void shields, Titans, although varying in size and strength by their construction and role, all carry firepower of a terrifying magnitude, able to slaughter opposing ranks of infantry and armour with mocking ease and tear down cities in their fury.

The Reaver class is a medium battle Titan, its ancient design long prefiguring the birth of the Imperium. Well-protected and adaptable, both in attack and defence, the Reaver has long been part of the Titan legion – if no longer as common as the larger Warlord. A Reaver class Titan's standard armament is threefold, carrying a single carapace mounted weapon and two heavier arm mounts. This payload commonly includes laser blasters, Gatling blasters and 'apocalypse' multiple-missile launchers, although plasma blast guns, vortex missiles and Huge Titan close combat weapons such as siege hammers, and Titan chain fists are not unknown.

Within the forces of Chaos, Titans are almost all ancient and irreplaceable relics of the Horus Heresy; the remnants of those Traitor Titan legions such as the Legio Vulcanum, the Death Heads and the Legio Damnosus, the Lords of Ruin who sided with the Warmaster in those dark times. Although some, such as the Legio Lacrymea, the Harbingers of Grief, shamefully betrayed the Imperium as recently as the doomed First Margin Crusade into the northern Halo Stars in M.39. Few within the forces of the arch-enemy are more feared or reviled than the Traitor Titan legions, and the atrocities attributed to them are without number. They are the implacable foes of the loyal Titan legions, their battles against the traitors have now lasted ten thousand years.

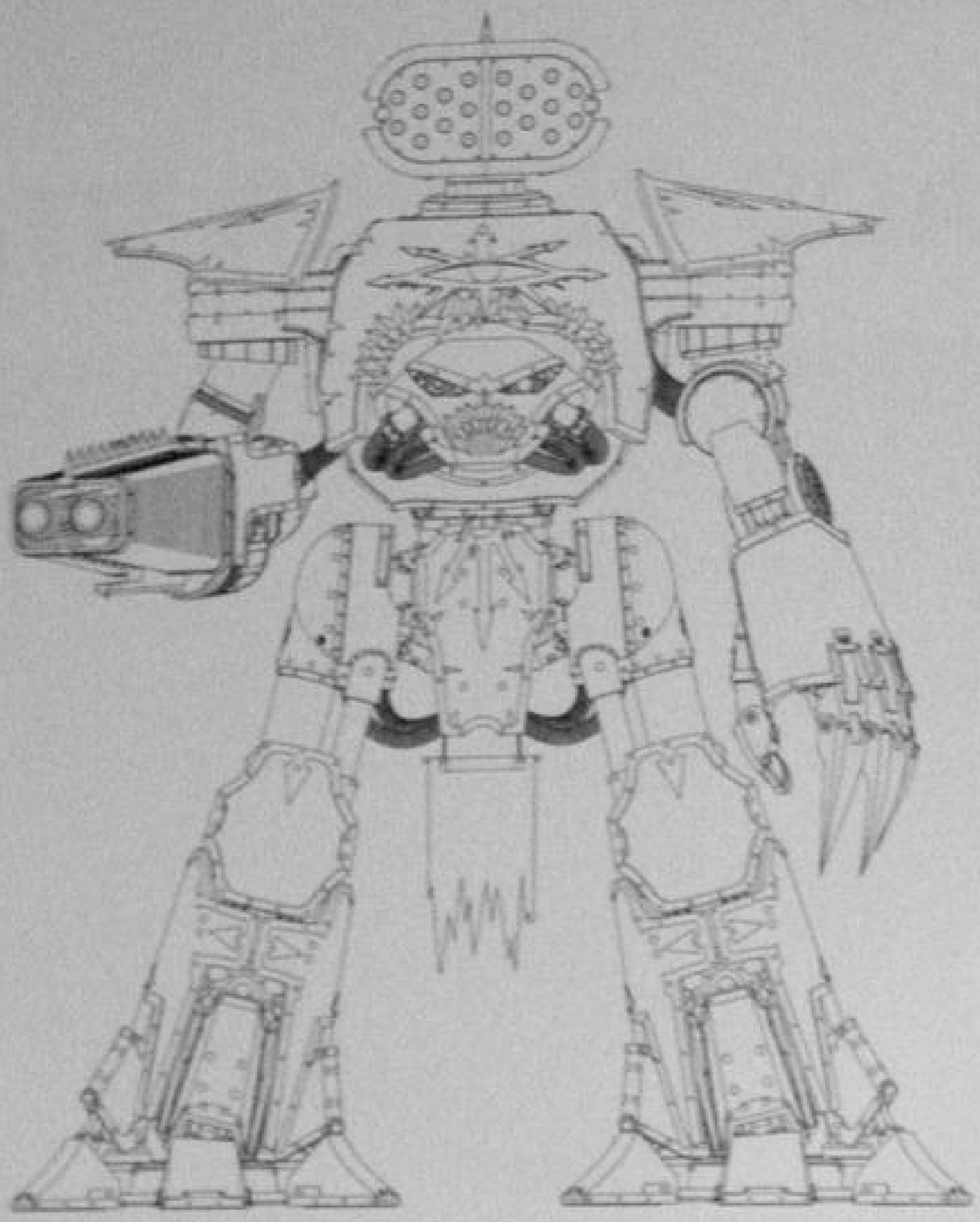
Within the Traitor Titan legions, most individual machines have seen millennia of service with the renegade forces and long since become utterly corrupted by the touch of the Warp. While others, some salvaged from the battlefield as the spoils of war to the eternal shame of their former masters and the outrage of the Cult of Mars, have been subjected to bloody rituals in order to consecrate them to the service of the Chaos gods. Regardless of their origin, Chaos Titans are now as much Daemon as they are machine. Their once living crews are fused with their engines, mutated into a single being dedicated to destruction and butchery on a scale incomprehensible to a mind bound by the constraints of human mortality.

Revered and tended to by the Warp-tainted masters of the Dark Mechanicus, it is perhaps fitting then that those lesser servants among the damned also view these towering behemoths as gods of fire and death in their own right, and many who follow the twisted standards of Chaos make obeisance to them, offering sacrifices of captives and even their own lives to slake these vast monsters' lust for blood.

On Vraks, a Legio Vulcanum battlegroup supported the renegades' cause. The exact numbers of enemy Titans was not identified, although post-battle reports claim 14 enemy Titans of Warhound and Reaver class were destroyed during the campaign. If so, then the Legio Vulcanum paid a heavy price for its involvement, and Legio Astorum can claim a famous victory over their ancient enemy.

Imperial Armour

Reaver – Heretic pattern



ADEPTUS MECHANICUS DEPARTMENTO MANUFACTORUM

TECHNICAL SPECIFICATIONS

Vehicle Designation 0550-4332-982-HP 066

Vehicle Name REAVER TITAN

World of Origin MARS (CORRUPTED)

Known Patterns UNKNOWN

Crew 1 TECH-PRIEST, 2 X MECHANICUS, 1 TECH-PRIEST

Powerplant TYPE XIII PLASMA REACTOR

Weight 720 TONNES

Length 15.4 M

Width 15.1 M

Height 22.9 M

Ground Clearance 5.25 M

Max Speed - On Road 22 KPH 112.5 M STRIDE LENGTH

Max Speed - Off Road 19 KPH

Main Armament MELTA CANNON
TITAN CLASS COMBAT WEAPON

Secondary Armament APOCALYPSE MISSILE LAUNCHER

Traverse 180°

Elevation -33° TO +28°

Main Ammunition 50 SHOTS HIGH POWDER

Secondary Ammunition 60 MISSILES

Armour

Turret AA

Superstructure 220 MM

Hull 220 MM

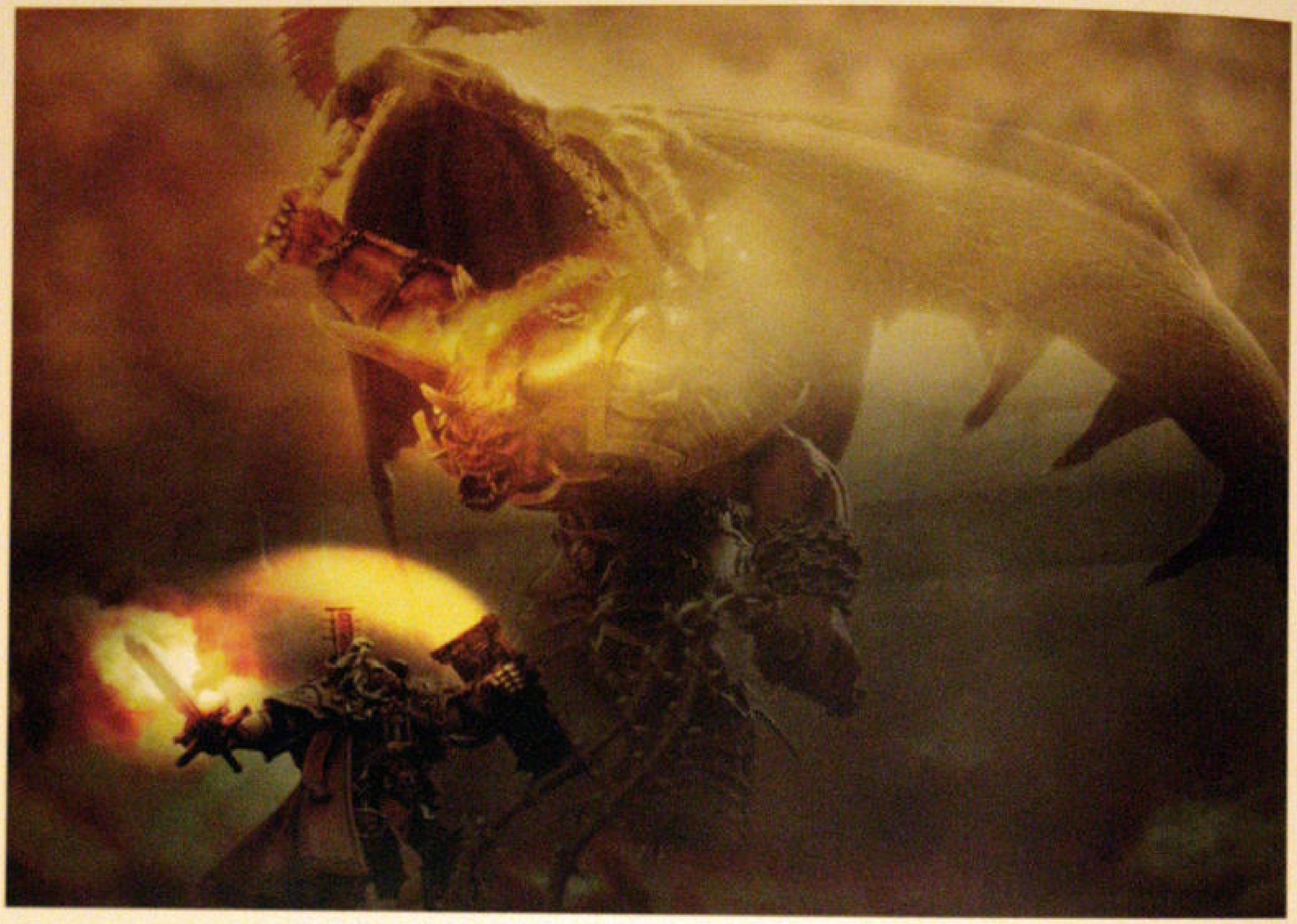
Gun Mantlet AA

Date 648099.M39

Magos Fabricator

AN'GGRATH THE UNBOUND

GUARDIAN OF THE THRONE OF SKULLS, LORD OF BLOODTHIRSTERS, THE DEATHBRINGER



Even amongst the Inquisitors of the Ordo Malleus and within the ranks of the Grey Knights there are names which are only ever whispered, names that invoke dread amongst even the Emperor's mightiest servants. One such name is An'ggrath the Unbound, the mightiest of Bloodthirsters yet summoned from the Warp, the most favoured of Khorne's servants. He is known by many titles – the Guardian of the Throne of Skulls, Lord of Bloodthirsters, the Deathbringer. Amongst the ranks of Khorne's daemon-followers An'ggrath is perhaps the greatest and most revered, created by his god to be the ultimate expression of Khorne's bloody creed. No-one can stand before him and hope to live.

In the pantheon of Khorne's servants, An'ggrath stands at the right hand of Khorne, next to his throne. The Bloodthirster's fiery gaze falls upon all those who enter, his axe ready to crush any that displease Khorne. An'ggrath has stood at Khorne's shoulder ever since the treachery of Skarbrand, when Tzeentch inspired Khorne's then favoured Bloodthirster to strike his own master. Exiled for the betrayal, Skarbrand was cast out from Khorne's realm, to be replaced by the even greater An'ggrath. The two Bloodthirsters are eternal foes, the new favoured son having replaced the old in their lord's affections. But Khorne has decreed that the two can never meet, their value as slaughterers is too great to be wasted upon each other.

In the past 10,000 years An'ggrath has been summoned forth from the Warp on only two occasions. Those who attempt to summon him must first have pleased Khorne with their devotion and slaughter. Few would ever be so bold as to attempt it. Those that do attempt to summon An'ggrath risk Khorne's terrible wrath. Both successful summonings have resulted in terrible destruction to the Imperium. Worlds have fallen beneath An'ggrath's cloven hooves before the Grey Knights were able to stop his rampage, and only then after terrible losses.

On Vraks it was Zhufor who initiated the plan to summon An'ggrath, such was his arrogance and ambition. Only a mighty warrior of Khorne would tempt their master's wrath but, with the aid of the daemonancers of the Sanctified, the long carnage of the Vraksian war did draw An'ggrath and his legions through the portal. It was only the intervention of Inquisitor Lord Rex, divinely inspired by the Emperor and wielding a sword forged to destroy such daemon-lords, that stopped An'ggrath before it was too late and he turned Vraks into his own slaughterhouse. The battle was a close run thing, with the fate of the planet hanging on the two champions in single combat.

An'ggrath's defeat was a bitter blow to Zhufor and his followers and soon after they abandoned Vraks for fresh battlefields.

DAEMON LORD – AN'GGRATH THE UNBOUND

POINTS: 888

UNIT: 1 Bloodthirster Lord

TYPE: Gargantuan Creature

WEAPONS AND EQUIPMENT:
- Axe of Khorne.
- Lash of Khorne.
- Daemonic Armour.

WEAPON	RANGE	STR	AP	SPECIAL
Lash of Khorne	12"	7	3	Assault 2

WS	BS	S	T	W	I	A	LD	SV
10	3	10	8	8	5	7	10	2+/4+

SPECIAL RULES

HQ: An'ggrath is a HQ choice for a Chaos Daemons army of 2,000 pts or more. The army must include at least one unit of Bloodletters to include An'ggrath.

Fearsome: An'ggrath is terrifying to look upon and fills all his foes with an unnatural dread. If an enemy unit has to take a Morale check after losing a close combat, they must do so at -2 Leadership.

Daemonic Armour: An'ggrath is clad in daemonic brass armour, forged by Khorne himself. He receives a 2+ Armour Save as well as the 4+ Invulnerable Save and may choose which to use against any attack.

Living Icon: Such is the power of An'ggrath that he counts as an Icon of Khorne, so Lesser Daemons can be summoned adjacent to ihim.

Daemonic Flight: An'ggrath has wings. He may move as if he had a jump pack and because of his strength and power he does not have to take a test if he lands in difficult terrain.

The Mark of Khorne: An'ggrath bears the Mark of Khorne, giving him +1 attack (already included in his stat line) and the Blood Frenzy special rules.

Blood Frenzy: An'ggrath must charge if there is an enemy in range at the start of the Assault phase. An'ggrath may not join a unit. He always operates as an Independent Character.

Rage of Khorne: Consumed by a lust for battle, his rage builds until it is released in the first frenzy of close combat. An'ggrath gets +D3 extra attacks for charging instead of the normal +1.

Axe of Khorne: The Axe of Khorne contains the bound spirit of another Daemon, imbuing it with an insatiable bloodlust. Any to hit roll of 6 allows An'ggrath to make an additional attack. As long as he keeps rolling 6s, you can keep making additional attacks.

SCABEIATHRAX THE BLOATED

PAPA G'AAP, LORD OF THE BLIGHTED PIT, MAGGOTSPORE, THE WIND OF NURGLE

Amongst the most favoured of Nurgle's daemons is the ancient and terrible Great Unclean One named Scabeiathrax in the Ordo Malleus' *Grimiore of True Names*. He is a great bloated sack of contagion and disease, the size of a house. Down the millennia, Scabeiathrax has also been known as Papa G'aap, the Lord of the Blighted Pit and Maggotspore, whilst the Eldar call him the Wind of Nurgle. His home is the Blighted Pit, one of Nurgle's great spawning pits, hidden upon a plague planet deep within the Eye of Terror. From within the pit everything from fat flies to Plaguebearers are spawned and released to plague the universe.

From his home in the Warp, Scabeiathrax can only be summoned forth by Nurgle's most dedicated followers. He appears briefly to spread disease and decay amongst Nurgle's enemies before returning to wallow in the lovely filth of the Blighted Pit, where he sits and plays with his little Nurgling creations. Mercifully, Scabeiathrax has not been encountered since the Contagion of Virlath over 900 years ago, that is until the Vraks incursion.

When appearing in the corporeal universe Scabeiathrax is a horrible sight. Lumbering along, merrily whistling and humming to himself, surrounded by clouds of large black flies, with Nurglings clambering over his skin and scampering at his feet as they fight for a choice morsel of dead flesh or a juicy pus-filled boil.

Wherever Scabeiathrax treads vegetation turns black and rots away to slime, ferrocrete cracks and crumbles into dust and pools of toxic goo lie in the wake of his passing. He carries the Blade of Decay, a massive, crude rusting cleaver imbued with the power to rapidly age and decay all that it touches. Those hit by the Blade of Decay find their armour rusting away and their wounds instantly becoming infected, quickly rotting away the flesh.

On Vraks Scabeiathrax was summoned by the Traitor legions along with his many followers from the Blighted Pit, including Plaguebearers, swarms of Nurglings, Nurgle beasts and all manner of other foul Chaos Spawn and Daemon Engines. Once freed they scattered across the surface, seeking to spread their infection and turn Vraks into a new plague world for their god.

Scabeiathrax himself was stopped by the Grey Knights hero Brother Captain Stern, but only after he had reduced Ordo Malleus Inquisitor Vokes to a puddle of slime with the Blade of Decay. The loss of their Greater Daemon did not stop the Nurgle daemons from rampaging across Vraks, seemingly at random, causing havoc wherever they went.

DAEMON LORD – SCABEIATHRAX THE BLOATED

POINTS: 777

UNIT: 1 Great Unclean One Lord

TYPE: Gargantuan Creature

WEAPON:
- Blade of Decay.

WS	BS	S	T	W	I	A	LD	SV
9	3	8	9	10	3	5	10	-/4+

WEAPON	RANGE	STR	AP	SPECIAL
Toxic discharge	template	5	4	Assault 1

SPECIAL RULES:

HQ: Scabeiathrax is a HQ choice for a Chaos Daemons army of 2,000 pts or more. The army must include at least one unit of Plague Bearers to include Scabeiathrax.

Fearsome: The Great Unclean One is terrifying, disgusting and very stinky! If an enemy unit has to take a morale check after losing a close combat with him, they do so at -2 Leadership.

Living Icon: Such is the power of Scabeiathrax that he counts as an Icon of Nurgle, so Lesser Daemons can be summoned adjacent to him.

Nurgling Infestation: Scabeiathrax is infested with Nurglings, in fact they grow within him and burst through spores in his skin to feast upon his rotten flesh and oozing pus. Whilst in close combat the Nurglings will swarm over Scabeiathrax's enemies. He gains an extra D6+3 attacks at Strength 3 and Initiative 3 against enemies in close combat.

Blade of Decay: Forged in the Blighted Pit using Nurgle's most potent diseases, every wound caused by the Blade of Decay is doubled, so if the Great Unclean One causes 1 wound then this becomes 2, if he caused 2 wounds this becomes 4, etc. Note, this only affects creatures with wounds.

Master of Sorcerer: Scabeiathrax is a sorcerer and has the following psychic powers: Doombolt and Nurgle's Rot.

Aura of Decay: Scabeiathrax is constantly surrounded by an aura of corruption, clouds of flies, disease and filth. Any enemy model in base contact with Scabeiathrax has his attacks reduced by -1 (to a minimum of 1).

Toxic Discharge: Scabeiathrax may spew forth a stream of stinking filth over his enemies. He may attack in the Shooting phase as a normal shooting attack.

URAKA AZ'BARAMAEL

THE WARFIEND, GUARDIAN OF THE PORTAL

Down through the endless aeons since the dawn of time, those that have sought to win power by the strength of their sword arm have been Khorne's chosen mortal followers. Many have succumbed to the easy pact the dark god of war offers. It is a pact that appeals to those warriors that would lead warbands and armies in conquest, the offer is martial prowess and legions of followers, including his own daemonic soldiers. In return for this Khorne demands only war and bloodshed, unending slaughter dedicated to his name. To the unwary it would seem an obvious choice.

Uraka was once such a man. In the ancient depths of human history he led armies in conquest. His horse-borne warbands were a scourge, burning and looting, killing and plundering at Uraka's command. In his time, kings and princes quailed before him, many paid with gold and slaves to buy off his raiders, others fought back and invited Uraka's wrath. At the height of his power it seemed Uraka's wrath knew no bounds or pity. At one walled city that he had besieged then conquered he ordered all the citizens lined up and, in a gory two-day massacre, thousands were beheaded.

The massacre was the act that sealed Uraka's fate, gifting his immortal soul to Khorne. As the streets ran deep in blood, so Khorne was mightily pleased, and adopted Uraka for his own. The warlord had become a Champion of the Blood God.

Uraka's reign of terror lasted a decade. Ten years of constant warfare and raiding that earned him the title 'Warfiend' in his own language. Such was Khorne's pleasure with his mortal champion that, upon his eventual death in battle, Khorne summoned Uraka's soul to his realm. Uraka was borne to the Citadel of Brass and there he came face to face with his deity.

Before the Throne of Skulls, surrounded by Khorne's mightiest daemonic servants, the Blood God put Uraka to his final test. For the god's pleasure and entertainment he would fight a Bloodthirster in single combat. If he won then he would be granted daemonhood, his reward an eternity serving Khorne in battle. Defeat would mean becoming a Chaos Spawn, cursed to mindless insanity.

For the duel Uraka selected his weapon from the thousands which lined the throne room's walls. He picked out a huge poleaxe, its serrated blade razor sharp – the weapon of an executioner, made for beheading traitors to Khorne.

And so a space was cleared on the killing floor before Khorne's throne, where the two fought. The Bloodthirster was huge, skilled and strong, whilst Uraka was then a mere man. But he would not summit beneath the Daemon's smashing blows. Bloodied but unbowed Uraka fought with an unbreakable will to win, until at last, with a sweep of his axe the Bloodthirster's head was cleaved from its shoulders.

Khorne was pleased, it had been a duel worthy of great champions. Uraka's prize was daemonhood, and an army of his own daemonic soldiers to follow him into battle upon the Plain of Skulls. To this day he still carries the Executioner's axe.

On Vraks it was Uraka and his daemonic legion that was summoned to guard the portal, and fought until the end of the war. In the end Uraka was banished in combat with the Grey Knights. He might have been sent back to Khorne's realm but he was not destroyed. Uraka will no doubt return to fight for Khorne again.

DAEMON PRINCE – URAKA THE WARFIEND

POINTS: 170

WS	BS	S	T	W	I	A	LD	SV
7	5	7	5	4	6	5	10	3+/5+

UNIT: Unique

TYPE: Monstrous Creature

DAEMONIC GIFTS:
- Mark of Khorne (+1A included above).
- Unholy Might (+1S included above).
- Blessing of the Blood God.

WARGEAR:
- Armour of Khorne.
- Executioner's Axe.

SPECIAL RULES

Daemon: Uraka is a Daemon. All the special rules for Daemons apply.

Armour of Khorne: The Armour of Khorne gives Uraka a 3+ Armour save as well as his 5+ Invulnerable save.

Executioner's Axe: Uraka's massive ornate axe is used for beheading traitors to Khorne. All his attacks count as having the Rending special rule.

HQ: *Uraka is a HQ choice for a Chaos Daemons army.*

MAMON
ARCH-CORRUPTOR OF VRAKS

When Mamon first became corrupted by the powers of Chaos is not known, but it seems likely that he was already a secret agent of Chaos long before he found favour within Cardinal Xaphan's organisation. As a Deacon on Thracian Primaris he managed to infiltrate into the hierarchy of the Ministorum, and when Cardinal Xaphan arrived, the Deacon worked his way into the Cardinal's favour. It was Deacon Mamon who first sowed the seeds of corruption and turned the inexperienced Cardinal's religious ambitions against the Imperium – fuelling his desire to launch a War of Faith and raising the Cardinal's paranoia against agents of the Inquisition spying upon him. It was the Deacon that recommended the Cardinal move to Vraks, from where he could best plan his war.

After his arrival on Vraks Deacon Mamon was instrumental in all that Cardinal Xaphan did, and it was he that first brought the Alpha legion warband of Arkos the Faithless to the planet. This has been taken as evidence that the Deacon was already an Alpha Legion sleeper agent, and that Vraks was his (and Arkos') target all along. Mamon also organised and equipped Xaphan's personal guard of Disciples, no doubt always acting under the orders of his true master – Arkos.

Mamon was the principle agent provocateur behind the Vraks' uprising, and as the Vraksian war progressed, he became ever deeper involved with the heretical daemonic worship cults, driven by a need for the support that they offered. But despite this, the war turned against him and Arkos, until the World Eater champion Zhufor the Impaler led a bloody coup against Xaphan's regime. Xaphan was deposed, Arkos ousted and Mamon, hunted by Zhufor's bodyguard was lucky to escape with his life.

Driven by desperation Mamon sort refuge from Zhufor's vengeance by siding with the Nurgle warband of the Tainted. In doing so he offered himself to Nurgle. The Plague Lord was delighted. In return for his efforts in creating a world to entertain Nurgle, full of infection, death and biological weapons, he was granted the rank of Daemon Prince and was soon possessed by the potent spirit of a Great Unclean One. Mamon's new task was to turn Vraks into a Plague world.

Once a brilliant and cunning spy, Mamon was soon transformed into a great corpulent Daemon Prince and unleashed upon Vraks. Once, he had been the Disciples of Xaphan's supreme commander, now, in his new form, the survivors worshipped him as their messiah, the bringer of destruction to their enemies, the arch-corruptor of Vraks. In his new horribly bloated form, Mamon fought alongside the Tainted until the end of the war. Since then his whereabouts or fate are unknown.

DAEMON PRINCE – MAMON

POINTS: 185

WS	BS	S	T	W	I	A	LD	SV
7	5	6	7	5	5	4	10	5+

UNIT: Unique

TYPE: Monstrous Creature

DAEMONIC GIFTS:
- Mark of Nurgle (+1 A included above).
- Unholy Might (+1 S included above).
- Noxious Touch (2+)

WARGEAR:
- Contagion Spray

HQ: *Mamon is a HQ choice for a Chaos Daemons army.*

SPECIAL RULES

Daemon: Mamon is a Daemon. All the special rules for Daemons apply.

Feel No Pain

Slow and Purposeful

Contagion Spray: Nurgle has decreed that Mamon must infect as much of Vraks as he can. To this end he carries the Contagion spray, pouring forth a stream of foulness from a large tank upon his back.

Range	Str	AP	Type
Template	1	3	Heavy 1, Poisoned (2+)

ZHUFOR THE IMPALER

LORD OF THE SKULLTAKERS

THE BUTCHER OF VRAKS

"The gates that stand between the mortal world and immortal realms of Chaos lie open before us. That we will die having glimpsed eternity is better than never having stirred from the cold furrow of a mortal life. We embrace death without regret, as we embrace life without fear."

Unlike the loyal Space Marine Chapters, the Traitor Legions are no longer a single fighting force. They have fractured into many smaller warbands, each led by its own lord. Some of these warbands can grow to become powerful armies in their own right, and the Skulltakers are one such force. With their flagship, the heavy cruiser *Blood Dawn*, leading their fleet, they have raided and plundered across the galaxy, killing indiscriminately and gathering skulls in the name of Khorne.

Zhufor, now a mighty lord of Khorne, was not always a servant of the dark gods. Once, millennia ago, he was Sergeant Balzach of the Storm Lords Chapter. Badly wounded and captured in battle, he was taken as a prisoner by the World Eaters during their sacking of the hives of Paramar. Drugged, tortured and subjected to hideous psycho-corrective surgery to alter his brainwave patterns, the World Eaters broke his Imperial indoctrination and turned him into a raging pyschopathic killer, tall and muscular beyond even his normal Space Marine physique. Now he was fit to serve Khorne as a Berserker.

Taking a new name, Zhufor's former life as a loyal Space Marine was forgotten. Zhufor excelled as a Berserker and soon rose to become a Skull Champion and then an Exalted Champion by dint of his strength, speed and the blessing of Khorne. Believing himself to have been chosen by Khorne for greatness, Zhufor plotted a treacherous attack against an allied warband, the Skulltakers. The bloody internecine fighting ended with Zhufor's men subjugating the Skulltakers.

His first act as leader was to offer himself and his warband in service to Abaddon. He knew that with the Warmaster's powerful support, the Skulltakers could grow into a formidable fighting force, no longer mere raiders and pirates, but an army – all the better for serving their true master – the Blood God. In return for Abaddon's aid Zhufor would do the Warmaster's bidding – a small price to pay for the power that he acquired along with access to Abaddon's immense armouries.

It is certain that the Skulltakers' presence on Vraks has been sanctioned by the Warmaster, and forms part of a long-term plan to disrupt the Imperium's defences around the Eye of Terror.

Once upon Vraks, Zhufor committed his warband to the front, smashing into the siege regiments and hacking a bloody path into their trenchlines. But, lacking numbers, Zhufor could not allow his warband to become trapped in the attritional war and instead, allowed them to roam the surface of Vraks, killing and plundering wherever they could. As the siege closed in and it seemed that they might be defeated, Zhufor enacted his plan to take over supreme command of Cardinal Xaphan's army.

First he targeted the other Khorne worshipping warbands and united them under his command. Next he treacherously attacked the Cardinal's Palace, sweeping through it with his Chaos Terminator bodyguard, slaughtering the garrison and taking Xaphan captive. He then turned the Cardinal over to the Sanctified and proclaimed himself the new ruler of Vraks.

During the final stages of the siege Zhufor took to the battlefield, seeking the thick of the fighting, leading his followers again and again to repel the attackers. During one such counter-attack he fought and slew Commissar-General Maugh of the 143rd regiment, taking the hero of the Imperium's body and mounting it as a gory trophy upon his blood encrusted armour.

At the end of the siege, surrounded, with the fortress being pounded by artillery, Zhufor and his surviving followers escaped. He left behind a strong rearguard of fanatics and daemons and, it is thought, used the Vraks portal to cast himself back through the Warp. Where he will emerge is not known.

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Zhufor	185	7	5	5	4	3	5	4	10	2+/5+

Equipment: Terminator Armour, Personal Icon, Power axe, Claw of Demnos.

SPECIAL RULES

Independent Character, Fearless, Mark of Khorne (already included above), Massive Physique (already included above), Eternal Warrior.

Massive Physique
Zhufor is a giant of a man, even towering over other Space Marines. This gives him +1 Strength, which is already included in the profile above.

The Claw of Demnos
Torn from the dead hand of the Dark Apostle Demnos of the Word Bearers during the Scathak war, when Zhufor was but an Aspiring Champion, the Claw is a powerfist which incorporates a rapid-firing bolter of ancient design. It may be used in the Shooting phase with the following profile

Range	Str	AP	Type
12"	4	5	Assault 3

Skulltakers Bodyguard
Zhufor may be accompanied by a bodyguard of Chaos Terminators of the Skulltakers warband. These are a standard Chaos Terminator squad as described in *Codex: Chaos Space Marines*, but they must take an Icon of Khorne. Zhufor and his bodyguard count as a single HQ choice.

RENEGADES AND HERETICS

SERVANTS OF DECAY

Renegades and Heretics
As the Siege of Vraks esculates and the merciless war of attrition grinds on with no end in sight, the malign influence of the Chaos gods on the Vraksian renegades grows. Daily exposure to the horrors of the Vraksian battlefields takes its toll on the psyche and morale of the defenders. Even those who were once reluctant soldiers, forced to fight, begin to accept their fate – that with an implacable enemy arrayed against them their only hope is in ultimate victory. To secure that victory they turn to the only aid they can – that offered by the Chaos gods.

Trapped in a seemingly never-ending war, many renegades are led by their preachers to worship Nurgle, with offers of greater rewards for the daily slaughter. The Lord of Decay demands little, except that you place your flesh under his control. Nurgle loves the decay of flesh above all else, and is free with his blessings of virulent diseases that bloat the body and infect the brain.

The renegades that dedicate themselves completely to Nurgle's cause are in turn reinforced by other oath-sworn followers of the Lord of Decay. Led by Exalted Champions of Nurgle and with the aid of his favoured Plague Marines from the many Nurgle-worshipping Chaos Space Marine warbands, they surge into battle, seeking more victims to infect...

Why collect a Renegades Army?
This army list is for a Renegades and Heretics army where the influence of Chaos has grown stronger. After years of warfare, many renegades will have been unhinged by the bloody battles and constant artillery barrages. Driven by desperation or by despair, they have (in many cases unwittingly) embraced the worship of Nurgle, for decay is inevitable and only Nurgle can offer protection against the entrophy of the universe.

This list allows you to theme a Renegades and Heretics army to the worship of a single Chaos god and include the appropriate troop types for that god. This is a Renegade and Heretic force that has fallen deeper into Chaos worship than that represented in *Imperial Armour volume 5*. Hence the inclusion of a few new troop types and the modification of a few of the existing ones. As yet this force has not fallen so deeply into the worship of Chaos as to be summoning daemons or the Chaos god's Daemon Engines. Nurgle provides aid in the form of his favoured Chaos Space Marines. One change is the inclusion of an Exalted Champion of Chaos to lead the renegades. This is a champion who has already proven himself to Nurgle but as yet lacks the followers to become a full Chaos Lord. Still, to these mortal followers he would appear a powerful and frightening individual, who commands by awe and fear.

The army offers a broad selection of troop types, from the heavy firepower of captured Imperial Guard tanks and artillery to the tough and versatile Plague Marines. Despite the changes, this is still in essence a variant of the Imperial Guard army list.

Renegade and Heretic models
For most of the units in this army list, the models remain unchanged from the Renegade and Heretics list in IA5 and the worship of Nurgle can be reflected as a painting solution, with a predominance of green and brown clothing and rusting armour, along with Nurgle icons. Added to the Renegade and Heretic models will be Chaos Space Marines from the main range – Nurgle's Champions and Plague Marines. Armoured vehicles will mostly be Imperial Guard vehicles with the Imperial insignia removed and Nurgle equivalents added. We have provided many examples of Nurgle colour schemes throughout this book for you to use or as inspiration for your own colour schemes. The mutant rabble can be represented by various models. As a rabble they would have no standard issue equipment and models from the Necromunda range such as Scavvies, Redemptionists and House Cawdor all make good 'scum'. Also, the plastic Orks sprue can provide legs, bodies and arms for mutants, used in conjunction with the mutant parts from the Chaos plastic sprues. Again, turning them into Nurgle worshippers is a simple case of using an appropriate colour scheme. Plastic Zombies are available from the Warhammer range for the Plague Zombie hordes.

Using Force Organisation Chart
The army lists are used in conjunction with the Force Organisation chart from a scenario. Each chart is spit into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each light tone box indicates that you may make one choice from that section of the army list, while a dark tone box means you must make a choice from that section.

Note that unless a model or vehicle forms part of a squad or squadron, it counts as a single choice from those available to the army.

Using the Army List
To make a choice, look at the relevant section of the army list and decide which units you want to have in your army and which upgrades you want to give it (if any). Remember that you cannot field models equipped with weapons and wargear not shown on the model. This includes vehicle upgrades. Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all your points.

Some units are restricted in number, such as 0-1 or 0-2. This is the maximum number of that type of unit an army may include, regardless of points costs. These restrictions have been included in the list to keep it playable and hopefully to encourage players to use more balanced forces.

SPECIAL RULES

- **Mixed Weapons**
  Many squads of Renegades can mix weapons. Where given the option, a squad may take as many of the various weapon types as it likes, so a squad can freely mix lasguns, autoguns, shotguns, laspistols and close combat weapons. To avoid confusion, Renegades should only be armed with the weapons a model is actually carrying.

  Autoguns: This is the universal name for standard projectile firing assault rifles. They have the following profile:

  Range: 24" Str: 3 AP:- Type: Rapid Fire

- **Renegades**
  Renegades aren't always reliable troops. While some are fanatically loyal, other have been forced to fight and will run away at the first chance. This is represented by the Renegade's random Leadership. The first time a Renegade unit is required to take a Leadership test, roll a D6 and add 4 (giving a result of between 5 and 10). This is the squad's Leadership for the rest of the game. This Leadership characteristic is subject to all the usual modifiers.

  If the squad is equipped with a vox-caster, you may re-roll this Leadership dice. The second result must be used, even if it is lower.

- **Advisors**
  Advisors must be attached to squads at the start of the game. An Advisor may join a Command squad, Militia squad, Disciples of Xaphan squad, Renegade Armoured Fist squad or Mutant Rabble. Unattached Advisors may not be used.

- **Summary Execution**
  Enforcers are tasked with ensuring unwavering loyalty to Cardinal Xaphan and are utterly intolerant of backsliders. If a unit with an Enforcer fails a Morale check for any reason, the Enforcer will summarily execute the Champion or Veteran leading the squad. This happens automatically. Remove the executed model as a casualty. The unit in question is then assumed to have passed the Morale test and continues to fight under the leadership of the Enforcer.

  The knowledge that an Enforcer is looking over his shoulder for the slightest lapse focuses the mind of the Champion or Veteran. The presence of an Enforcer in a unit adds +1 to the Leadership characteristic of the Champion or Veteran commanding the unit but only for tests affecting that unit.

- **Leadership**
  Any Rengade Militia unit within 12" of a Champion may use his Leadership instead of their own when taking Morale and Leadership tests – as long as the Champion isn't in close combat, falling back or pinned.

- **Fanatical**
  A Preacher and the unit he is assigned to may re-roll any failed to hit rolls once in the turn they charge, whilst the Preacher lives.

- **Battle Fury**
  Such is the rage imbued by a Preacher's oratory, that a unit including one must charge in the Assault phase if there are enemy within reach. In addition, such is their state of agitation, they always count as moving even if the models are stationary, so would be unable to fire heavy weapons.

- **Fearless**
  See *Warhammer 40,000 rulebook.*

- **Feel No Pain**
  See *Warhammer 40,000 rulebook.*

- **Furious Charge**
  See *Warhammer 40,000 rulebook.*

- **Infiltrate**
  See *Warhammer 40,000 rulebook.*

- **Amphibious**
  An amphibious vehicle may treat water terrain such as rivers or marshes as clear ground.

RENEGADE AND HERETIC TROOP TYPES

Plague Marine Exalted Champion
Champions of Nurgle are the chosen of the Lord of Decay, great warriors who have risen from the ranks to become a leader by dint of their prowess and strength. Exalted Champions are Space Marines, the lieutenants of the Chaos Lords and one day they may rise to replace their master at the head of a warband of Plague Marines.

Enforcer
Enforcers are strongmen, appointed by the Cardinal's heirarchy as overseers within the ranks, forcing men to fight and follow orders, often at gun point. All are chosen for their loyalty and brutality.

Apostate Preacher
These are the corrupt priests of the Apostate Cardinal, preaching heresy and building the rank and file troopers' belief in their cause, in the process unwittingly corrupting their souls into the worship of Daemons and Nurgle.

Disciples of Xaphan
The inner circle of Chaos worshippers are fanaticals dedicated to the cause. These are the Disciples of Xaphan who form an inner circle of guards around the Apostate Cardinal and his commanders. The disciples will fight to the last, with fanatic zeal for their new messiah! They are superbly trained and have access to the best weapons in the armoury.

Plague Marines
The chosen warriors of Nurgle are the Plague Marines – warriors who have dedicated themselves to death and decay for their master. They seek only to corrupt the galaxy and spread Nurgle's diseases to all. Their rotten bodies are only kept alive by Nurgle's dark sorcery.

Plague Ogryn
The Vraks Labour corps contained a large number of Ogryns to perform heavy manual labour. These large, brutish creatures are well adapted to hauling heavy loads and smashing rocks, but are not very bright. An Ogryn will pretty much do whatever it is told by whoever is in charge of its daily rations! Many Ogryns have been subjected to hideous mutation by Nurgle; driven insane by the pain, they are a horrible mockery of their former selves, drooling and noxious with diseases.

Renegade Militia
Most of the Cardinal's renegade army has retained the vestages of its former command structure, with officers being replaced by loyal champions; men who have embraced their new gods and are seeking to win their favour.

The vast bulk of the Apostate Cardinal's army are Renegade Militia. These are men that once served the Emperor as Vraks' garrison, its labourers and frateris militia. Many have basic military training, and retain their weapons and equipment, as well as having access to Vraks' vast stores.

Mutant Rabble
After the crash landing of the *Aharon's Bane* transport, vast numbers of mutants and degenerate scum were unleashed onto Vraks' surface. Although lacking military training or equipment, these degenerate worshippers of Nurgle attack as a rampaging horde.

Plague Zombies
Nurgle has mastery over the dead and decaying bodies that litter Vraks' battlefields. Through his sorcery he can raise and re-animate the corpses, bringing them back to life to fight again and again and again. Hordes of these creatures shambled over Vraks' toxic landscape, seeking the warm flesh of the living to feast upon.

Chaos Spawn
Mindless and violent, Spawn are the hideously corrupted and mutated followers of Chaos that have displeased their god and been turned into Spawn. Their lives are worthless but they can still kill.

Tanks and Artillery
The Renegades are well supplied with tanks and artillery from the storehouses.

Hell Blade and Hell Talon
Small, fast and deadly, Hell Blades fly in constant support, harassing the enemy with strafing runs and attacking enemy aircraft.

Turret Emplacement
These are small bunkers mounting a single heavy weapon and crewed by three men. They are commonly mounted in the Vraks' defence lines, forming strong points and providing excellent protection for the heavy weapons.

Artillery Strike
An artillery strike is indirect fire from artillery units well to the rear, called for by commanders or forward observers at the front. There are many forms of artillery available to the Renegades, from mortar teams up to large Manticore missiles and Bombards.

HQ

0-1 PLAGUE MARINE EXALTED CHAMPION ..... 60 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Champion	5	5	4	5	2	5	2	10	3+

Unit Composition:
- 1 Exalted Champion

Unit Type:
- Infantry

Wargear:
- Power armour
- Bolt pistol
- Close combat weapon
- Frag and krak grenades

Special Rules:
- Independent Character
- Fearless
- Mark of Nurgle (included in profile above)

Options:
The Champion may replace his bolt pistol with a:
- plasma pistol .....+15 pts

The Champion may take one of the following:
- twin-linked bolter .....+5 pts
- combi-weapon .....+10 pts

The Champion may replace his close combat weapon with a:
- power weapon .....+5 pts
- powerfist .....+20 pts
- single lightning claw .....+25 pts

The Champion may replace all his weapons with a:
- pair of lightning claws .....+30 pts

The Champion may take any of the following:
- melta bombs .....+5 pts
- personal icon .....+5 pts

COMPANY COMMAND PLATOON

Each Company Command Platoon consists of 1 Company Command squad and 0-6 Heavy Weapon squads, selected from 0-2 Fire Support squads, 0-2 Anti-Tank squads, 0-2 Mortar squads. These count as a single HQ choice.

COMPANY COMMAND SQUAD ..... 30 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Exalted Champion	4	4	3	3	2	4	3	D6+4	5+
Champion	3	3	3	3	1	3	2	D6+4	5+
Hvy Wpns Team	3	3	3	3	2	3	2	D6+4	5+
Renegade	3	3	3	3	1	3	1	D6+4	5+

Unit Composition:
- 4 Renegades
- 1 Champion

Unit Type:
- Infantry

Wargear:
- lasgun, autogun or
- laspistol and close combat weapon
- frag grenades

Special Rules:
- Renegades
- Leadership

Dedicated Transport:
- May select a Chimera

Options:
- The entire squad may take krak grenades for +5 pts
- One Renegade may carry a vox-caster for + 5 pts*
- One Renegade may carry a Chaos banner for +15 pts*

One Renegade may carry one of the following*:
- flamer .....+ 5 pts
- grenade launcher . .+ 5 pts
- meltagun .....+10 pts
- plasma gun .....+15 pts

Two Renegades may form a heavy weapons team equipped with one of the following*:
- heavy stubber .....+5 pts
- heavy bolter .....+10 pts
- autocannon .....+10 pts
- missile launcher .....+15 pts
- lascannon .....+20 pts

The Champion may replace his lasgun/autogun or laspistol with a:
- bolt pistol ..... +1 pt
- shotgun .....+1 pt
- plasma pistol ..... +10 pts

The Champion may replace his close combat weapon with a:
- power weapon .....+10 pts
- powerfist ..... +15 pts

The Champion may take any of the following:
- melta bombs .....+5 pts
- refractor field .....+15 pts

The Champion may be upgraded to an Exalted Champion for +15 pts.

** No Renegade may take more than one of these options. For example, a Renegade with a vox-caster could not also carry a meltagun or join the Heavy Weapons team.*

FIRE SUPPORT SQUAD ..... 60 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Hvy Wpns team	3	3	3	3	2	3	2	D6+4	5+

Unit Composition:
- 3 Heavy Weapons teams

Unit Type:
- Infantry

Wargear:
- lasgun or autogun
- 3 heavy stubbers

Special Rules:
- Renegades
- Leadership

Options:
Any Heavy Weapons team may exchange its heavy stubber for:
- heavy bolter ..... +5 pts
- autocannon ..... +5 pts

ANTI-TANK SQUAD ..... 90 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Hvy Wpns team	3	3	3	3	2	3	2	D6+4	5+

Unit Composition:
- 3 Heavy Weapons teams

Unit Type:
- Infantry

Wargear:
- lasgun or autogun
- 3 missile launchers

Special Rules:
- Renegades
- Leadership

Options:
Any Heavy Weapons team may exchange its missile launcher for:
- lascannon ..... +5 pts

MORTAR SQUAD ..... 60 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Hvy Wpns team	3	3	3	3	2	3	2	D6+4	5+

Unit Composition:
- 3 Heavy Weapons teams

Unit Type:
- Infantry

Wargear:
- lasgun or autogun
- 3 mortars

Special Rules:
- Renegades
- Leadership

Options:
The entire squad may be upgraded with:
- chemical shells .... +15 pts

Range	Str	AP	Type
48"	1	3	Heavy 1, blast, poison 2+

0-5 ENFORCERS ..... 40 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Enforcer	4	4	3	3	2	4	2	10	5+

Unit Composition:
- 1 Enforcer

Unit Type:
- Infantry

Wargear:
- Laspistol
- Close combat weapon
- Frag and krak grenades

Special Rules:
- Advisor
- Summary Execution

Options:
The Enforcer may replace his laspistol with a:
- bolt pistol ..... +2 pts
- plasma pistol ..... +15 pts

The Enforcer may take one of the following:
- lasgun or autogun ..... +1 pt
- shotgun ..... +1 pt

The Enforcer may replace his close combat weapon with a:
- power weapon ..... +5 pts
- powerfist ..... +20 pts

The Enforcer may take any of the following:
- melta bombs ..... +5 pts
- carapace armour ..... + 5 pts
- refractor field ..... +15 pts
- demolition charge ..... +10 pts

** Although bought as a HQ choice, Advisors do not use up any Force Organisation chart selections.*

0-5 APOSTATE PREACHERS OF NURGLE ..... 40 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Preacher	3	3	3	3	2	4	2	8	-

Unit Composition:
- 1 Preacher

Unit Type:
- Infantry

Wargear:
- Laspistol
- Close combat weapon

Special Rules:
- Advisor
- Fanatical
- Battle Fury

** Although bought as a HQ choice, Advisors do not use up any Force Organisation chart selections.*

Options:
The Preacher may replace his laspistol with a:
- bolt pistol ..... +2 pts
- plasma pistol ..... +15 pts

The Preacher may replace his close combat weapon with a:
- power weapon ..... +5 pts
- powerfist ..... +20 pts
- eviscerator ..... +25 pts

One Preacher in the army may take an:
- unholy relic (see Imp Armour 5) ..... +30 pts

The Preacher may take one of the following:
- refractor field ..... +15 pts
- rosarius ..... + 25 pts

The Preacher may take any of the following:
- melta bombs ..... +5 pts

ROGUE PSYKER OF NURGLE ..... 15 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Rogue Psyker	2	2	3	3	1	3	1	8	5+
Possessed	4	2	4	3	1	4	3	10	5+

Unit Composition:
- 1 Rogue Psyker

Unit Type:
- Infantry

Wargear:
- Close combat weapon

Special Rules:
- Advisor
- Daemonic Possession

** Although bought as a HQ choice, Psykers do not use up any Force Organisation chart selections.*

Options:
The Rogue Psyker may take one of the following:
- additional close combat weapon ..... +1 pt
- bolt pistol ..... +2 pts
- plasma pistol ..... +10 pts
- power weapon ..... +15 pts

The Rogue Psyker may purchase a second roll on the Psychic Power table for +10 pts

Daemonic Possession: If a Rogue Psyker suffers a 'Perils of the Warp' attack while using a psychic power then he becomes possessed. He will now have the profile given above. He gains a 5+ invulnerable save and has daemonic talons (giving him the Rending special ability). Once possessed he loses all his psychic powers. Any equipment taken is also lost.

Psychic Powers: The Rogue Psyker has a random psychic power. Roll a D6 and consulting the table below.

D6 Result

1 **No Usable Power**
The fickle whims of Father Nurgle have not seen fit to gift this Psyker with a power.

2 **Protection of Nurgle**
This power is used at the start of the enemy's Shooting phase. It requires a Psychic test. If successful, one squad (not a vehicle) within a 12" range gains a 6+ Invulnerable save for that Shooting phase. Note that models which already have an Invulnerable save use that one instead.

3 **Quagmire**
The ground at the enemy's feet turns into a stinking quagmire of mud and guts. One enemy unit (including vehicles) within 24" of the Psyker counts as moving through difficult ground for the duration of their next turn. This power has no effect on Jump infantry.

4 **Wasting Disease**
This power is used in the Renegade player's Shooting phase instead of other shooting attacks. Pick a single enemy model within line of sight and 24" of the pysker. On a roll of 2+ the target takes a single wound, with no armour save allowed.

5 **Battle Fury**
This power is used in the Renegade player's Assault phase. It requires a Psychic test. If successful, one friendly squad (not walker or other vehicle) within 12" gains +1 WS for that phase. If unsuccessful the squad suffers -1 WS instead.

6 **Destroyer Plague**
Virulent plagues erupt amongst the enemy. An enemy unit within 12" of the Psyker takes D6 hits with Str D6. Armour saves may be taken as normal against these attacks. This power cannot be used on enemy units in close combat.

TROOPS

RENEGADE MILITIA PLATOON

Each Renegade Militia Platoon consists of 1 Militia Command squad and 2-5 Militia squads. The platoon counts as a single selection on the Force Organisation chart.

MILITIA COMMAND SQUAD ..... 40 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Champion	4	3	3	3	1	3	2	D6+4	5+
Veteran	3	3	3	3	1	3	2	D6+4	5+
Renegade	3	3	3	3	1	3	1	D6+4	5+
Hvy Wpns Team	3	3	3	3	2	3	2	D6+4	5+

Unit Composition:
- 4 Renegades
- 1 Champion

Unit Type:
- Infantry

Wargear:
- Lasgun, autogun or
- Laspistol and close combat weapon
- Frag grenades

Special Rules:
- Renegades
- Leadership

Options:
- Any Renegade may be upgraded to a Veteran for +6 pts per model
- The entire squad may take krak grenades for +10 pts
- One Renegade may carry a vox-caster for +5 pts*

One Renegade may carry one of the following*:
- flamer ..... +6 pts
- grenade launcher ..... +8 pts
- meltagun ..... +10 pts
- plasma gun ..... +10 pts

Two Renegades may form a Heavy Weapons team equipped with one of the following*:
- heavy stubber ..... +7 pts
- heavy bolter ..... +10 pts
- autocannon ..... +15 pts
- missile launcher ..... +15 pts
- lascannon ..... +25 pts

The Champion may replace his lasgun/autogun or laspistol with a:
- bolt pistol ..... +1 pt
- shotgun ..... +1 pt
- plasma pistol ..... +10 pts

The Champion may replace his close combat weapon with a:
- power weapon ..... +5 pts
- powerfist ..... +20 pts

The Champion may take any of the following:
- melta bombs ..... +5 pts
- carapace armour ..... +5 pts
- refractor field ..... +15 pts

** No Renegade may take more than one of these options. For example, a Renegade with a vox-caster could not also carry a meltagun or join the Heavy Weapons team.*

MILITIA SQUAD ..... 60 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	3	3	3	3	1	3	2	D6+4	5+
Renegade	3	3	3	3	1	3	1	D6+4	5+
Hvy Wpns Team	3	3	3	3	2	3	2	D6+4	5+

Unit Composition:
- 10 Renegades

Unit Type:
- Infantry

Wargear:
- Lasgun or autogun or shotgun or laspistol and close combat weapon
- Frag grenades

Special Rules:
- Renegades
- Leadership

Options:
- One Renegade may be upgraded to a Veteran for +6 pts*.
- The entire squad may take krak grenades for +20 pts.
- One Renegade may carry a vox-caster for +5 pts*.

One Renegade may carry one of the following*:
- flamer ..... +6 pts
- grenade launcher ..... +8 pts
- meltagun ..... +10 pts
- plasma gun ..... +10 pts

Two Renegades may form a Heavy Weapons team equipped with one of the following*:
- heavy stubber ..... +7 pts
- heavy bolter ..... +10 pts
- autocannon ..... +15 pts
- missile launcher ..... +15 pts
- lascannon ..... +25 pts

The Veteran may replace his lasgun/autogun/shotgun or laspistol with a:
- bolt pistol ..... +1 pt
- plasma pistol ..... +10 pts

The Veteran may take any of the following:
- melta bombs ..... +5 pts

** No Renegade may take more than one of these options. For example, a Renegade with a vox-caster could not also carry a meltagun or join the Heavy Weapons team.*

RENEGADE ARMOURED FIST SQUAD ..... 130 pts

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	3	3	3	3	1	3	2	D6+4	5+
Renegade	3	3	3	3	1	3	1	D6+4	5+
Hvy Wpns Team	3	3	3	3	2	3	2	D6+4	5+

Unit Composition:
- 10 Renegades

Unit Type:
- Infantry

Wargear:
- Lasgun or Autogun or Shotgun or Laspistol and close combat weapon
- Frag grenades

Special Rules:
- Renegades
- Leadership

Dedicated Transport:
- The squad are always equipped with a Chimera.

Options:
- One Renegade may be upgraded to a Veteran for +6 pts*.
- The entire squad may take krak grenades for +20 pts.
- One Renegade may carry a vox-caster for +5 pts*.

One Renegade may carry one of the following*:
- flamer ..... +6 pts
- grenade launcher ..... +8 pts
- meltagun ..... +10 pts
- plasma gun ..... +10 pts

Two Renegades may form a Heavy Weapons team equipped with one of the following*:
- heavy stubber ..... +7 pts
- heavy bolter ..... +10 pts
- autocannon ..... +15 pts
- missile launcher ..... +15 pts
- lascannon ..... +25 pts

The Veteran may replace his lasgun/autogun/shotgun or laspistol with a:
- bolt pistol ..... +1 pt
- plasma pistol ..... +10 pts

The Veteran may take any of the following:
- melta bombs ..... +5 pts

** No Renegade may take more than one of these options. For example, a Renegade with a vox-caster could not also carry a meltagun or join the Heavy Weapons team.*

MUTANT RABBLE ..... 4 pts per model

	WS	BS	S	T	W	I	A	Ld	Sv
Mutant	2	2	3	3	1	3	1	5	6+

Unit Composition:
- 20-50 Mutants

Unit Type:
- Infantry

Wargear:
- Laspistol and close combat weapon

Options:
Any Mutant may exchange his laspistol and close combat weapon for a lasgun or autogun for free.

One Mutant in every ten (round fractions down) may carry one of the following:
- flamer ..... +6 pts
- grenade launcher ..... +8 pts
- heavy stubber ..... +10 pts

PLAGUE ZOMBIE HORDE ..... 6 pts per model

	WS	BS	S	T	W	I	A	Ld	Sv
Plague Zombies	2	-	4	3	1	3	1	5	6+

Unit Composition:
- 10-50 Plague Zombies

Unit Type:
- Infantry

Wargear:
- Close combat weapon, teeth, bare hands, etc

Special Rules:
- Fearless
- Feel No Pain
- Shambling Gait

Options:
- None

Shambling Gait: *Lacking control over their higher motive functions, Plague Zombies can only shamble, stumble or crawl towards the enemy. Plague Zombies always move as if in difficult terrain (ie, roll 2D6 and choose the highest for the distance moved). This also applies if the Zombies run in their Shooting phase and when they assault.*

Karl Kopinski

ELITES

DISCIPLES OF XAPHAN ..... 8 pts per model

	WS	BS	S	T	W	I	A	Ld	Sv
Disciple	3	4	3	3	1	3	1	9	5+
Champion	3	4	3	3	1	3	2	9	5+
Hvy Wpns Team	3	3	3	3	2	3	2	9	5+

Unit Composition:
- 1 Champion
- 4-9 Disciples

Unit Type:
- Infantry

Wargear:
- Lasgun or autogun or shotgun or laspistol and Close combat weapon
- Frag grenades

Special Rules:
- Infiltrate

Dedicated Transport:
- May select a Chimera (the squad may not infiltrate if it has a Chimera).

Options:
- The entire squad may take krak grenades for +2 pts per model.
- One Disciple may carry a vox-caster for +5 pts*

Up to 3 Disciples may carry one of the following*:
- flamer .....+ 6 pts
- grenade launcher .+ 8 pts
- meltagun .....+10 pts
- plasma gun .....+10 pts

Two Disciples may form a Heavy Weapons team equipped with one of the following*:
- heavy bolter .....+10 pts
- autocannon .....+15 pts
- missile launcher .....+15 pts
- lascannon .....+25 pts

The Champion may replace his lasgun/autogun/shotgun or laspistol with a:
- bolt pistol .....+1 pt
- plasma pistol .....+10 pts
- sniper rifle .....+10 pts

The Champion may replace his close combat weapon with a:
- power weapon .....+5 pts
- powerfist .....+20 pts

The Champion may take any of the following:
- melta bombs .....+5 pts
- carapace armour .....+ 5 pts
- demolition charge .....+10 pts

** No Disciple may take more than one of these options. For example, a Disciple with a vox-caster could not also carry a meltagun or join the Heavy Weapons team.*

PLAGUE MARINES ..... 23 pts per model

	WS	BS	S	T	W	I	A	Ld	Sv
Plague Marine	4	4	4	4(5)	1	3	2	9	3+
Plague Champion	4	4	4	4(5)	1	3	3	10	3+

Unit Composition:
- 5-20 Plague Marines

Unit Type:
- Infantry

Wargear:
- Power Armour
- Bolt gun
- Blight grenades
- Frag grenades
- Krak grenades
- Close combat weapon
- Bolt pistol

Special Rules:
- Mark of Nurgle (included in profile)
- Fearless
- Feel No Pain

Dedicated Transport:
- If it numbers ten or less models, the squad may select a Rhino or a Dreadclaw.

Options:
Up to two Plague Marines may replace their bolt pistol with a plasma pistol for +15 pts per model, or replace their bolter with one of the following:
- Plasma gun .....+15 pts
- Melta gun .....+10 pts
- Flamer .....+5 pts

Character:
- One model may be upgraded to a Plague Champion for +15 pts.
- The Plague Champion may replace his close combat weapon with one of the following:
  power weapon .....+15 pts
  powerfist .....+25 pts
- The Plague Champion may replace his bolt pistol with a plasma pistol for +15 pts.
- The Plague Champion may replace his bolt gun with one of the following:
- Twin-linked bolter .....+5 pts
- Combi weapon .....+10 pts
- The Plague Champion may have melta bombs for +5 pts.

PLAGUE OGRYN ..... 40 pts per model

	WS	BS	S	T	W	I	A	Ld	Sv
Plague Ogryn	4	2	6	5	3	3	D6	8	5+

Noxious Touch: *Attacks from a Plague Ogryn will instantly infect any flesh it touches. The Ogryn's attacks are highly poisonous, wounding on a 2+ regardless of comparative strength and toughness.*

Unit Composition:
- 2-5 Plague Ogryn

Unit Type:
- Infantry

Wargear:
- Claws, fangs, horns, drool, etc...

Special Rules:
- Noxious Touch
- Fearless
- Feel No Pain

Options:
- None

FAST ATTACK

CHAOS SPAWN ..... 40 pts each

	WS	BS	S	T	W	I	A	Ld	Sv
Spawn	3	0	5	5	3	3	D6	10	-

Unit Composition:
- 1-3 Spawn

Unit Type:
- Beast

Wargear:
- Fangs,claws, tentacles, etc

Special Rules:
- Fearless
- Slow and Purposeful
- Mindless

Options:
- None

Mindless: *Units of Chaos Spawn always move as far as they can towards the closest enemy, ie, they must always try to assult the closest enemy. In close combat each Spawn has D6 Attacks – roll every time they are about to attack. Units of Chaos Spawn never count as scoring units.*

SCOUT SENTINEL SQUADRON ..... 35 pts per Sentinel

	WS	BS	S	Front	Side	Rear	I	A
Sentinel	3	3	5	10	10	10	3	1

Unit Composition:
- 1-3 Sentinels

Unit Type:
- Vehicle (walker)
- Open-topped

Wargear:
- Multi-laser

Special Rules:
- Scout
- Move through Cover

Options:
Each Sentinel may upgrade its multi-laser for:
- heavy flamer ..... +5 pts
- autocannon ..... +5 pts
- lascannon ..... +15 pts

Any Sentinel may take any of the following:
- hunter-killer missile ..... +10 pts per model
- searchlight ..... +1 pt per model

The entire squadron may take:
- smoke launchers ..... +5 pts per model
- camo-netting ..... +10 pts per model

HELLHOUND ..... 130 pts

		Armour		
	BS	Front	Side	Rear
Hellhound	3	12	12	10

Unit Composition:
- 1 Hellhound

Unit Type:
- Vehicle (Tank, Fast)

Wargear:
- Inferno cannon
- Heavy bolter

Options:
- The Hellhound may become a Bane Wolf by replacing its Inferno cannon with a Blight cannon ..... free

May take any of the following:
- camo-netting ..... +20 pt
- extra armour ..... +15 pts
- hunter-killer missile ..... +10 pts
- dozer blade ..... +10 pts
- searchlight ..... +1 pt
- smoke launchers ..... +5 pts
- pintle-mounted storm bolter or heavy stubber +10 pts

Imperial Armour

SUPER HEAVY DETACHMENTS

On Vraks, the Renegades did not deploy super-heavy detachments, although the stores may have contained some large vehicles. Generally, Renegades have access to the following:

- **1-3 Malcadors (any variant)**
- **1-3 Valdors**
- **1-3 Minotaurs**
- **1-3 Baneblades, Shadowswords, Stormblades or Stormswords**
- **1-3 Macharius (any variant)**
- **1-3 Chaos Warhound Titans**
- **1-3 Chaos Reaver Titans**

HEAVY SUPPORT

TANK

You may take a single Tank as a Heavy Support choice. This can be one of the following:

Leman Russ; Leman Russ Demolisher; Leman Russ Vanquisher; Leman Russ Exterminator; Leman Russ Executioner; Leman Russ Conqueror; Leman Russ Annihilator; Leman Russ Eradicator, Leman Russ Punisher, Thunderer or Destroyer

CLOSE SUPPORT ARTILLERY

You may take a single piece of Close Support Artillery as a Heavy Support choice. This can be one of the following:

Basilisk, Griffon, Medusa Siege gun, Manticore, Hydra Flak Tank, Bombard
(*see Imperial Armour Volume 1 and Imperial Armour Volume 3 for details of these vehicles*).

WEAPON PLATFORM

You may take a Weapon Platform as a Heavy Support choice. This can be one of the following:

Earthshaker platform, Hydra platform, Medusa platform
(*see Imperial Armour Volume 1 for details of these weapons*).

HELL BLADE ..... 130 pts

		Armour		
	BS	Front	Side	Rear
Hell Blade	3	10	10	10

Unit Composition:
- 1 Hell Blade

Unit Type:
- Flyer

Wargear:
- 2 x twin-linked autocannons (with AA mount)

Options:
May take the following:
- daemonic possession ..... +20 pts

HELL TALON ..... 135 pts

	Armour			
	BS	Front	Side	Rear
Hell Talon	3	10	10	10

Unit Composition:
- 1 Hell Talon

Unit Type:
- Flyer

Wargear:
- Twin-linked lascannons
- Autocannon
- 8 bombs

Options:
May take the following:
- daemonic possession +20 pts
- May replace its autocannon with a havoc launcher for free.

Special Rule:
Bombs

You can elect to have the Hell Talon drop as many bombs as you wish in a single bombing run. For each bomb dropped, roll once for the Apocalyptic barrage template, but remember, each bomb can only be dropped once – when they're gone, they're gone!

Weapon	Range	Str	AP	Special
Bomb	Bomb	6	4	Apocalyptic Barrage (1)* One-shot

ARTILLERY STRIKE

	Pts	Str	AP	Type
Bombard Strike	100	8	3	Ordnance, massive blast
Manticore Strike	90	9	2	Ordnance, large blast
Basilisk Strike	70	9	3	Ordnance, large blast
Griffon Strike	50	6	4	Ordnance, large blast
Mortar Battery Strike	50	4	6	Heavy 3, small blast

- **Timing:**
  An artillery strike will always use the Reserves special rules even in missions where reserves are not allowed. The Reserve roll may be re-rolled using the Improved Comms vehicle upgrade. Once the artillery strike is available, it lands in each Shooting phase of the Renegade player's turn thereafter. The Renegade player may opt not to roll for the availability of the artillery strike if he wishes, but once the roll has passed and the forward observer or officer has selected the target, the artillery strike will continue.
- **Placement:**
  The blast marker for the artillery strike can be placed anywhere visible to the forward observer that is calling in the fire. This can be any model equipped with a vox-caster and can be an enemy model or just a point on the tabletop.
- **(In)accuracy:**
  An artillery strike scatters just like an ordnance weapon, but if a miss is rolled, the distance scattered is double the score on the D6. If a hit is rolled, the template deviates by the distance shown on the dice in the direction indicated by the arrow on the 'Hit' symbol.
- **Pinning:**
  All artillery strikes cause Pinning tests as for the standard rules for the weapon type fired.

TURRET EMPLACEMENT ..... 80 pts

	Armour			
	BS	Front	Side	Rear
Emplacement	3	13	13	12

Unit Composition:
- 1 Emplacement

Unit Type:
- Immobile

Wargear:
- Heavy flamer
- Searchlight

Options:
May replace the heavy flamer with any of the following:
- multi-laser ..... +5 pts
- autocannon ..... +5 pts
- missile launcher ..... +5 pts
- twin-linked heavy bolters ..... +10 pts
- lascannon ..... +10 pts
- twin-linked autocannons ..... +15 pts
- plasma cannon ..... +15 pts
- inferno cannon ..... +15 pts
- multi-melta ..... +15 pts
- plasma destroyer ..... +30 pts
- demolisher cannon ..... +35 pts
- battle cannon ..... +35 pts
- vanquisher cannon ..... +60 pts

DEDICATED TRANSPORTS

Certain Renegade units have the option of selecting a dedicated transport vehicle. These vehicles do not use up any Force Organisation chart selections, but otherwise function as separate units. See the Vehicles section of the *Warhammer 40,000 rulebook* for details of how transport vehicles operate.

CHIMERA ..... 55 pts

		Armour		
	BS	Front	Side	Rear
Chimera	3	12	10	10

Unit Composition:
- 1 Chimera

Unit Type:
- Vehicle (Tank)

Access Points:
- 1 – rear hatch

Wargear:
- Multi-laser
- Heavy bolter
- Searchlight
- Smoke launchers

Transport Capacity:
- 12 models

Special Rules:
- Amphibious

Options:
- May replace multi-laser with:
- heavy flamer ..... free
- heavy bolter ..... free
- autocannon ..... +5 pts
- twin-linked heavy bolters ..... +10 pts

May replace heavy bolter with:
- heavy flamer ..... free

May take any of the following:
- camo-netting ..... +20 pt
- extra armour ..... +15 pts
- hunter-killer missile ..... +10 pts
- pintle-mounted heavy stubber ..... +10 pts
- pintle-mounted storm bolter ..... +10 pts
- dozerblade ..... +10 pts

CHAOS RHINO ..... 35 pts

		Armour		
	BS	Front	Side	Rear
Rhino	4	11	11	10

Unit Composition:
- 1 Rhino

Unit Type:
- Vehicle (Tank)

Access Points:
- 3 – side and rear hatches

Wargear:
- Twin-linked bolter
- Searchlight
- Smoke launchers

Transport capacity:
- Ten models

Special Rules:
- Repair

Options:
May take any of the following:
- daemonic possession ..... +20 pts
- dozer blade ..... +5 pts
- extra armour ..... +15 pts

One pintle-mounted weapon:
- twin-linked bolter ..... +5 pts
- combi weapon ..... +10 pts
- havoc launcher ..... +15 pts

DREADCLAW ASSAULT POD ..... 65 pts

		Armour		
	BS	Front	Side	Rear
Dreadclaw	-	12	12	12

Unit Composition:
- 1 Dreadclaw

Unit Type:
- Flyer

Wargear:
- None

Transport capacity:
- Ten models or one Chaos Dreadnought

Special Rules:

Difficult Ground: *A Dreadclaw is immobilised if it lands in difficult ground.*

Deploying the Dreadclaw: *The Dreadclaw and any unit assigned to be transported by it will always begin the game in Reserve. When the Dreadclaw becomes available from Reserve, it is deployed using the Drop Pod rules.*

Dreadclaw: *A Dreadclaw enters play just like other aircraft, arriving from Reserve and being placed anywhere on the table. Next turn it moves anywhere on the table, but at a minimum of 36" and lands. Place the Dreadclaw where you want it to land and then roll a Scatter dice. On a Hit, it is on target, on an arrow it deviates D6". Once on the ground the Dreadclaw opens and those within may deploy as if from a moving open-topped vehicle.*

SCENARIOS

Nurgle Blight Drone, vanquished during the second assault upon the Citadel.
Note the advanced state of decay and unknown leakage.

CAMPAIGN NODES

1. PLAINS OF SARITAMA (1 CP)
Starts the campaign occupied by Imperial Guard forces.

2. VAN MEERSLAND WASTES (1 CP)
Starts the campaign occupied by Imperial Guard forces.

3. SARITAMA HILLS (1CP)
Starts the campaign occupied by Chaos forces.

4a. OUTER DEFENCE LINE 1 (1 CP)
Starts the campaign occupied by Chaos forces.

4b. OUTER DEFENCE LINE 2 (1 CP)
Starts the campaign occupied by Chaos forces.

4c. OUTER DEFENCE LINE 3 (1CP)
Starts the campaign occupied by Chaos forces.

5. HAB-ZONE 3 (1CP)
Starts the campaign unoccupied.

6. NORTHERN DEFENCE LINE (1CP)
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7. HAB-ZONE 1 (2CP)
Starts the campaign unoccupied.

8a. SECOND DEFENCE LINE 1 (1CP)
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9a. SRNA FAULT LINE BRIDGES (2CP)
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10b. STAR PORT, SOUTH (1CP)
Starts the campaign occupied by Chaos forces.

11. SRNA FLATS (1CP)
Starts the campaign occupied by the Space Marine force.

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Starts the campaign unoccupied.

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14. CURTAIN WALL (2CP)
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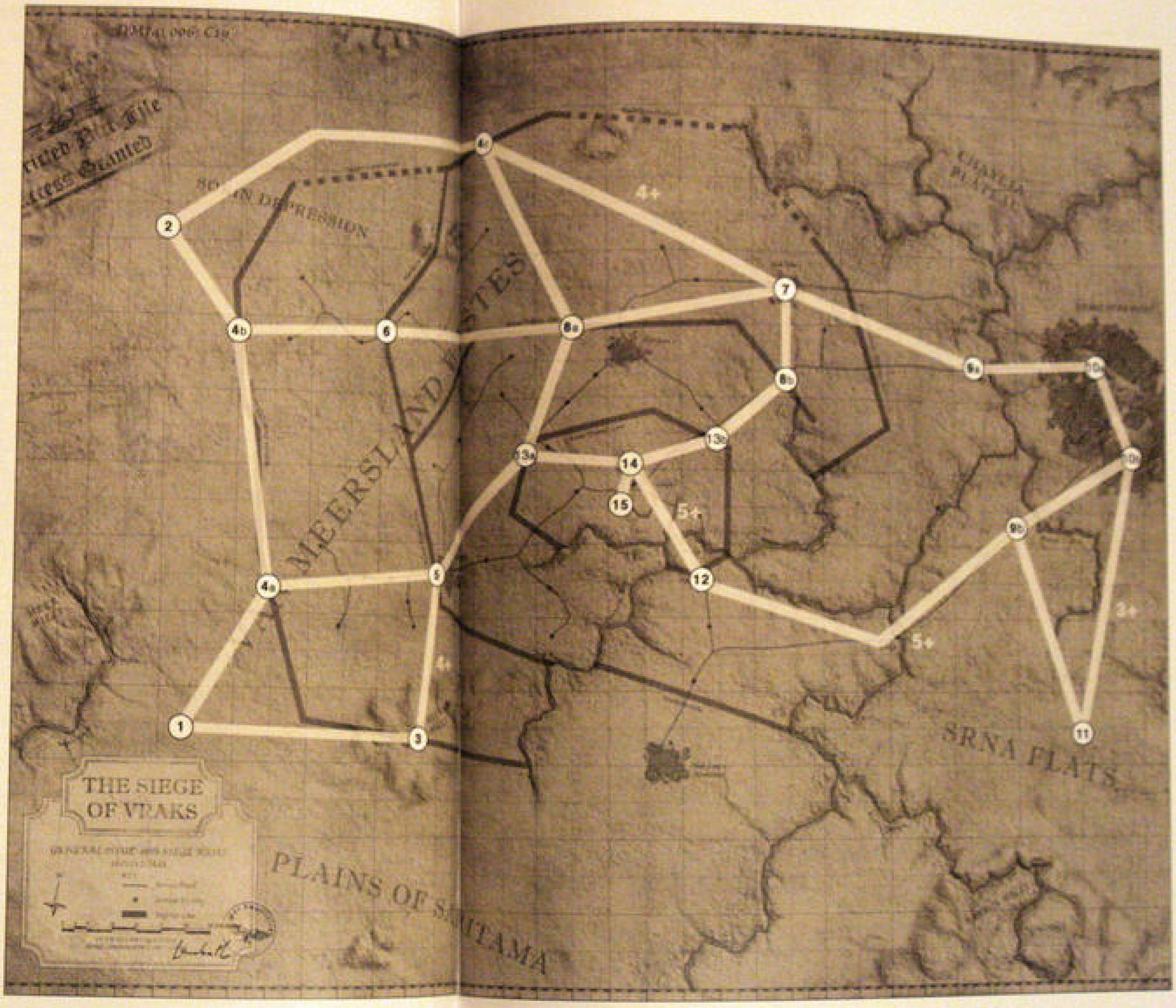

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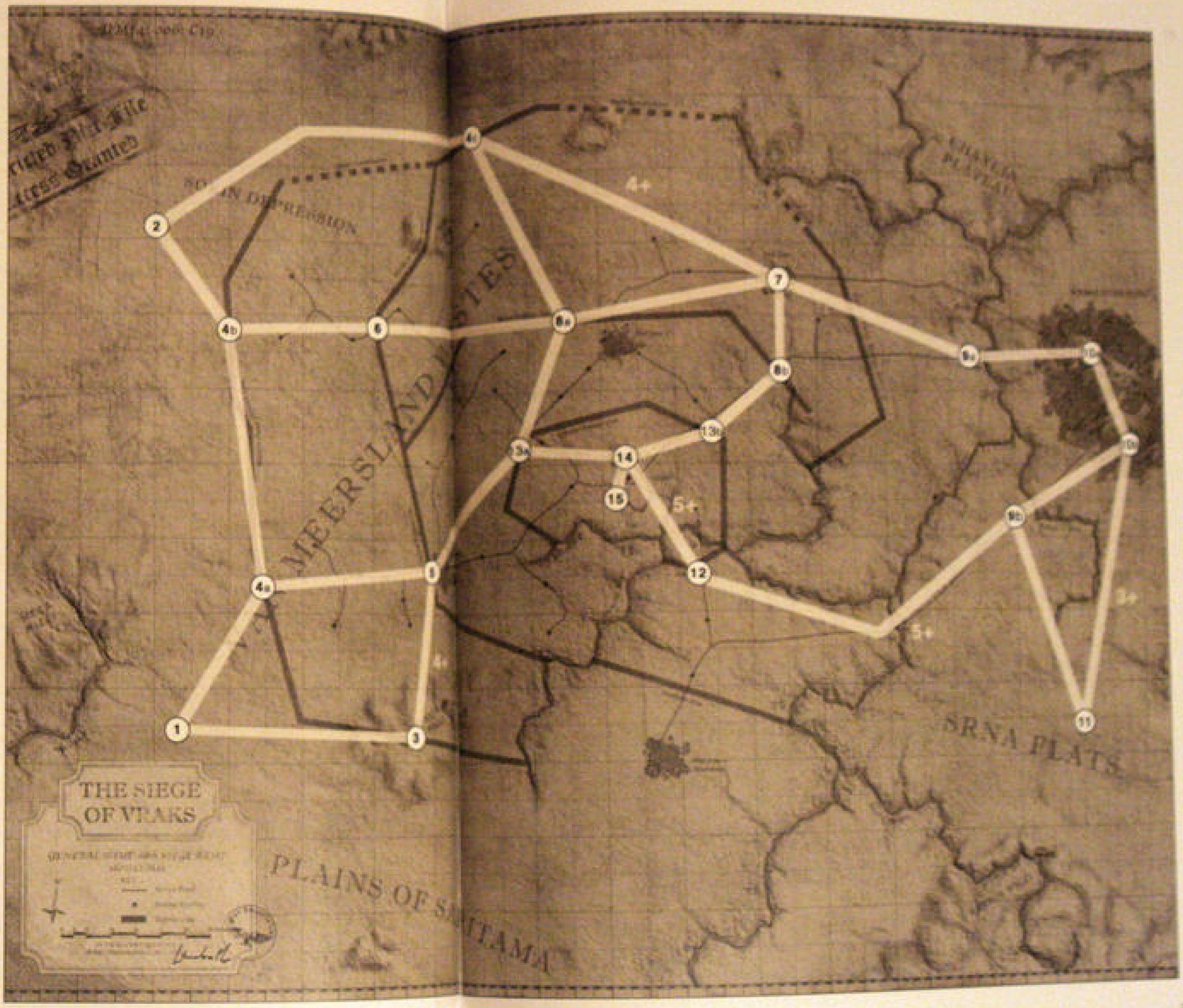

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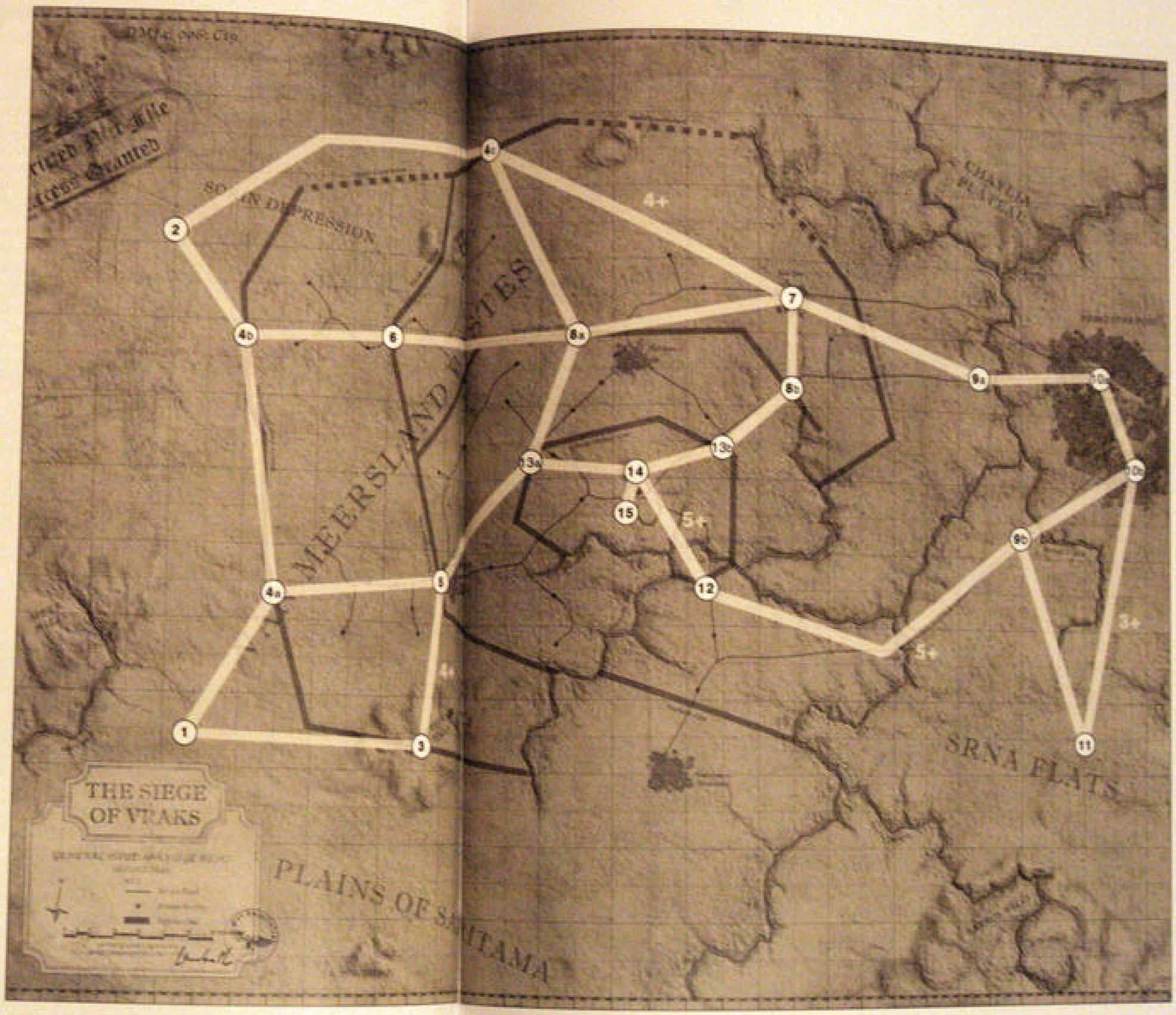

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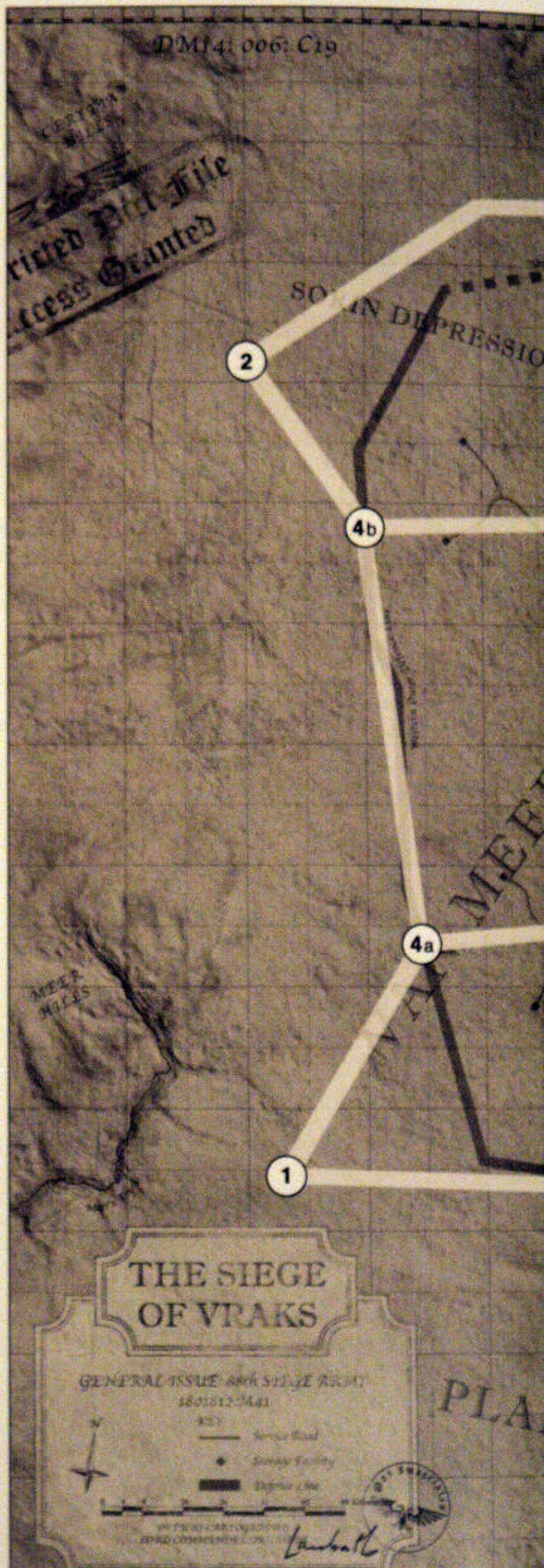

As the Imperial player is (generally) the attacker and the Chaos player is the defender, the Imperial player may take two turns before the Chaos player takes his turn. So the turn sequences runs as follows:

1. Imperial side moves.
2. Imperial side moves.
3. Chaos side moves.
4. End of turn, add up Campaign points.

Routes between nodes sometimes have a difficultly number attached to them. If this is the case, the player must roll equal to or higher than the number given in order to cross the area. If the roll is unsuccessful the route may not be crossed this move, and the battle is not fought. Routes may not be occupied, only nodes.

Apocalypse Battles
If two or more players from both sides agree, any game can be fought as an Apocalypse game. Use the Apocalypse scenario from the *Apocalypse* rulebook. The players involved should agree a points value for the battle, this must be over 3,000 points, but can be as large as you have models and time for.

TERRAIN
To play this campaign you'll need some suitable terrain. All the battles take place on the war-torn surface of Vraks, which makes life easy. If your collection of terrain includes craters, a few areas of scattered rocks or broken ground, a few wrecked vehicles or rusting hulks and lots of obstacles like razorwire, tank traps and minefields, then you'll have the basis for any Vraks battlefield. You'll need to decide how to deal with trenches. Trenches, being below the surface, will be problematic. You have two choices really. Accept a degree of abstraction and have them above the ground level, either with the ground sloping up to meet them or, build a board where you can cut into the surface to create trenches. With some forethought a trench board can be made highly adaptable and reused for battle after battle.

Added to these basics you'll need a few bunkers and pillboxes, as well as other barricades, dug-outs or defence lines to create strong defensive positions.

Some battles take place in urban areas, so a few buildings (ruined or otherwise) will come in useful when fighting in these locations.

WINNING THE CAMPAIGN
Each location is worth a set number of Campaign points. Holding that location gives their side that number of Campaign points, and the players should keep a running total of how many points each side has.

To win the campaign the Imperial player(s) must have 20 Campaign points at the end of a turn, and must also hold the Citadel as a location. If the Imperial player(s) have enough points but do not hold the Citadel, then the campaign continues. If they hold the Citadel but do not have enough points, then the Chaos forces still have the strength to fight on and the campaign continues.

The Chaos player must have 20 Campaign points at the end of the turn, and must hold the Citadel. If they do not hold the Citadel they cannot win the campaign regardless of their points total.

Example of Play

In the first campaign turn, the Imperial players make their initial move. They already occupy the Plains of Saritama, the Van Meersland Wastes and the Sma Flats. They select to move from the Plains of Saritama to location 3, the Saritama Hills, which are occupied by Chaos forces. There will now be a battle. The players organise the battle and play the game. The Imperial player wins and occupies the Saritama Hills.

Next it is the Imperial player's second move. Having captured the Saritama Hills he chooses to try to move to occupy location 5, Hab-zone 3. He rolls a dice, scores a 2 and fails to move, ending his turn.

It is now the Chaos player's move. From location 4a he selects to move to location 5, this does not require a roll and is unoccupied, so the node is automatically occupied by Chaos forces.

This ends the turns. Both sides now add up their Campaign points before beginning the next campaign turn.

APPENDICES

Reaver Titan *Omnis-Destructor Secundus*, deployed to Vraks as reinforcements for the Warp Runners battlegroup to replace battlefield losses.

Venatarii Reaver Titan Maniple

POINTS: 300+ MODELS

Compared to Titans, infantry are fated to the role of ants at the feet of giants - Titans are impossibly powerful and god-like war machines. Over the long millennia of constant warfare, the Legio Titanicus have developed their own tried and tested tactics and battle formations, many of which are based around the 'Maniple'.

This is a configuration of three or more Titans of complementary designs and armaments, always led by faster scout Titans which locate and secure the enemy in place before the heavy firepower of the Reavers moves up and overwhelms them.

FORMATION:

1+ Reaver Titans, one of which must be designated as the Maniple's Prime

2+ Warhound Titans

SPECIAL RULES:

Titan Maniple: All Titans within the Maniple must be deployed within 36" of each Maniple's Prime, or, if coming on from reserve for the first time, within 36" of the point entered by the Prime.

Prime: One of the Reaver Titans in the Maniple must be designated as the Maniple's Prime, and is likely to be commanded by the most senior Princeps in the force. Whilst the Prime is mobile, all members of the Maniple within 24" (including the Prime itself) may ignore Gun Crew Shaken results on the Super-heavy Damage table.

The Hunters and the Hounds: In a Maniple, the Warhound scout Titans live up to their name, marking primary targets for destruction and weakening them before the Maniple's heavier Reavers engage.

Reaver Titans in the Maniple may re-roll misses against enemy super-heavy walkers or gargantuan creatures, if their target has already been hit by attacks from one of the Maniple's Warhounds that turn.

Ordo Malleus Covenant of Destruction

POINTS: 100+ MODELS

In the event of a full scale daemonic incursion, the Ordo Malleus may form a single dedicated armoured assault force of their most potent and holy warriors to strike at the very heart of the infection These strikes to decapitate a daemonic invasion by slaying its hellish master are particularly dangerous, even for such powerful warriors as the Grey Knights. Each will be led by a Lord of the Ordo Malleus, such is the power and resolve required to carry them out with any hope of success.

INQUISITOR LORD AND RETINUE

Inquisitor Lord Rex and Grey Knights Terminators

GREY KNIGHTS

Grey Knights Squad Mattan

GREY KNIGHTS

Grey Knights Squad Barim

FORMATION:

1 Ordo Malleus Inquisitor Lord with Retinue in a Land Raider
0-1 Grey Knights Hero
1-4 Grey Knights units*

**These may be Grey Knights Terminator squads, Grey Knights squads or Grey Knights Purgation squads which must also have their own transport vehicles: See Armoured Assault special rules.*

SPECIAL RULES:

Armoured Assault: All units must have either a Land Raider, Land Raider Crusader or a Land Raider Redeemer bought for them at the normal cost. This replaces the normal transport and deployment options for these units found in *Codex Daemon Hunters*.

Adamantine & Faith: All vehicles in the Covenant of Destruction have been blessed and consecrated for their mission. They all have the Sacred Hull upgrade at no cost.

Marked for Destruction: Once per game you may specify a single Greater Daemon, Daemon Prince, Daemonic Character (or similar) as being Marked for Destruction. For the following turn all models in the Covenant may re-roll failed rolls to wound against the subject of the mark. Additionally if the Covenant destroys the subject of the mark (ie, takes its last wound causing it to be removed from play) then they count as having an additional objective at the end of the game.

'Forlorn Hope' Death Rider Charge

POINTS: 75+ MODELS

For the Death Korps of Krieg, no sacrifice is too great to achieve victory, no enemy too terrible to face and no battle lost while blood and breath remain to serve the will of the God-Emperor. One manifestation of this will to endure any danger in order to snatch victory from the jaws of seemingly inevitable defeat is the 'Forlorn Hope', a mass cavalry charge by the Death Riders of Krieg. Before taking to the battlefield, each Death Rider undergoes ritual penitence while their officers minister to them the Imperial Mass for the Righteous Dead. Their souls so commended to the Emperor, they mount their augmented steeds and ride in grim silence into the teeth of the enemy without fear, for they are already counted among the dead.

FORMATION:

1 Death Rider Command Squadron (see the *Siege of Vraks Part 1*, page 135)

0-1 Death Korps Commissar (See the *Siege of Vraks Part 1*, page 134, gains a Death Rider Mount at no additional cost)

4+ Death Rider Squadrons (see the *Siege of Vraks Part 1*, page 140)

SPECIAL RULES:

Strike Force: All units in the Forlorn Hope must be deployed within 18" of the Death Rider Command squad leading them or enter play within 18" of the point where the Command squad does if they are held in reserve.

The Thunder of the Guns: The Forlorn Hope is usually preceded by a mass artillery barrage, set to provide covering fire for the Death Riders' advance. As a result, this formation also includes its own Scheduled Bombardment Strategic Asset.

Consecration of the Righteous Dead: All Death Korps squadrons and the Death Rider Command squad in the Forlorn Hope gain the Stubborn Special Rule.

Into the Jaws of Hell: The Death Riders of the Forlorn Hope will charge on through a storm of fire undaunted to close with the enemy, protected by their unshakable faith and their sheer bloody determination to drag the enemy down with them to the grave. On any turn that members of the Forlorn Hope use their Fleet of Hoof running move to close with the enemy, they gain a 4+ cover save which lasts until the start of their next turn.

The Purge

POINTS: 150+ MODELS

Even among those mortals who serve the Ruinous Powers, the name of the Purge is spoken of in dread whispers. A Chaos Space Marine faction of uncertain origins, for more than three millennia this numerous warband, ever growing in number, has brought death and catastrophe to dozens of worlds, and in their wake poison, famine and pestilence follow. This bleak company is known to be waging an avowed genocidal war against all life, and whether their target is human or xenos they care not so long as they are destroyed. In battle a Purge warband advances with steady, implacable hatred, systematically exterminating anything caught in their path. Caring little for any pretensions of martial glory, they favour the use of poison gas, deadly toxins and other indiscriminate weapons to decimate their foes.

CHAOS LORD

Chaos Lord - unidentified

CHAOS SPACE MARINE SQUAD

Squad Festus

PLAGUE MARINE SQUAD

Squad Pestile

CHAOS TERMINATOR SQUAD

Squad Toxsis - Alpha

FORMATION:

1 Chaos Lord
1+ Plague Marine Squads
0+ Chaos Terminator Squads
0+ Chaos Space Marine Squads

The Purge may only contain models and squads with the Mark of Nurgle.

SPECIAL RULES:

Extermination Force: All Squads in the Purge formation must be deployed within 18" of the Chaos Lord and may not Deep Strike, or if coming on from reserve, they must enter the table within 18" of the point entered by the Chaos Lord. Squads in the Purge formation may also purchase normal unit transports as per their entry in *Codex:Chaos Space Marines*.

Weapons of Mass Destruction: The Purge are infamous for their use of biological weapons, poison gas and other fiendish devices of death. The following rules apply to the Purge formation:

- **Creeping Death:** The attack of the Purge is heralded by a creeping bombardment of poison gas shells. On the first turn of the game the Purge player may place D3 Poison Barrages, and on a D6 roll of a 4+ a single extra barrage on the second turn and on the D6 roll of a 6 a single barrage on the third turn.
  These Poison Barrages have the following profile: Apocalyptic Barrage (3), S – (always wounds on a 4+, no effect on vehicles) AP 5, Pinning

- **Blight Grenades:** All squads in the Purge count as being equipped with Blight Grenades at no cost.

- **Chem-burners:** Models in the Purge can swap their Flamers and Combi-flamers for Chem-burners (and one shot Combi-Chem Burners respectively) at +10 points each.

WEAPON	RANGE	STR	AP	SPECIAL
Chem-burners	Template	-	5	Assault1, Poison (3+), pinning

Blight Drone Infestation

POINTS: 100+ MODELS

The horrific Blight Drones of Nurgle are like daemonic carrion flies to the carcasses of the dead, drawn to death and suffering; they swoop down to rain death upon the feeble mortals that oppose them. During the Battle for Vraks and in many major incursions by Chaos forces since, the skies have choked and bled to the colour of a rotting wound and incessant droning as if from a million insects has presaged these nightmarish creations' attack.

FORMATION:

3-5 Blight Drone swarms, each of which must comprise three Blight Drones, one of which must be designated as the Command Cluster.

SPECIAL RULES:

Strike Force: All units in the Blight Drone Infestation must be deployed within 12" of the Command Cluster or, if coming on from Reserve, they must enter the table within 12" of the point entered by the Command Cluster.

Death from the Skies: If, at the beginning of your turn, all the models in the Blight Drone Infestation are within 12" of the Command Cluster, the entire infestation can choose to become Flyers until the beginning of its next turn. However, the Blight Drones in the swarm may not fire their weapons in the turn they fly.

Baleful Presence: The swirling mass of daemonic energies that empower the Blight Drones gather and twist around the governing intelligence of the Command Cluster at its heart like a malign vortex. As a result, unless they are counted as Flyers for that turn, the Blight Drones of the Command Cluster count as having Personal Icons (see page 81 of *Codex: Chaos Space Marines*) which may be used by their allies.

Blood Slaughterer Onslaught

POINTS: 225+ MODELS

The Blood Slaughterers of Khorne are fiendish Daemon engines, swift and savage they've used to smash enemy lines by the servants of Chaos. Their whirling blades and razor claws can carve their way through man and machine with terrifying ease, turning the supposed protection of the strongest defences into a red-stained mockery in mere moments. Bestial and berserk, when many Blood Slaughterers are confined together and set to a purpose, only a terrifyingly powerful daemonic will can hold them to a single course, but against such a unified onslaught of hell-forged rage and hatred, nothing can hope to stand.

BUTCHER ENGINE

Spitechild-Extremis

BLOOD SLAUGHTERER PACK

Spitechild-One

BLOOD SLAUGHTERER PACK

Spitechild-Two

BLOOD SLAUGHTERER PACK

Spitechild-Three

BLOOD SLAUGHTERER PACK

Spitechild-Four

FORMATION:

1 Butcher Engine

2-4 Blood Slaughterer Packs – each composed of three Blood Slaughterers

SPECIAL RULES:

Strike Force: All units in the Blood Slaughterer Onslaught must be deployed within 12" of the Butcher Engine leading them or enter play within 12" of the Butcher Engine if they are held in reserve.

The Butcher Engine: The Butcher Engine is a Blood Slaughterer on which has been drenched the gore of a thousand victims and within its thrice-warded binding, a savage daemon of dreadful power lurks. Only the will of such an entity can master its fellows, direct them in battle and urge them on to ever greater carnage.

The Butcher Engine is in all respects treated as a standard Blood Slaughterer, except that it must always roll 2D6 rather than a D6 for its move when running and benefits from an Invulnerable save of 4+.

Rampaging Assault: While the Butcher Engine remains mobile, Blood Slaughterer Packs in the formation must roll 2D6 rather than a D6 for the distance moved when running. However, if a double is rolled, a randomly chosen Blood Slaughterer in the pack suffers a Glancing Hit as it crashes wildly through the scenery overcome with bloodlust.

'Thunderstrike' Tank Destroyer Squadron POINTS: 100+ MODELS

An ancient war marchine whose origins date back to the wars that followed the Horus Heresy, the Valdor's powerful and temperamental main armament, the Neutron Laser was designed to shear through tank armour and decimate ranks of enemy vehicles, and proved particularly effective when the energy barrages from multiple Valdors could be coordinated. Although rarely seen now, the destructive power of a Valdor 'Thunderstrike' can turn the tide of a battle and stop the heaviest armoured assault in its tracks.

COMMAND

Malcador Annihilator

VALDOR

Valdor 12

VALDOR

Valdor 13

FORMATION:

2-4 Valdor Tank Hunters
1 Command Tank
The Command Tank may be either a Malcador or Malcador Annihilator

SPECIAL RULES:

Command Tank: The formation must include either a single Malcador or Malcador Annihilator designated as the formation's command vehicle. This tank is equipped with a specialised auspex/vox array which allows its crew to coordinate the formation's Neutron Laser fire.

Strike Force: All models in the Thunderstrike formation must be deployed within 12" of the Command Tank or, if coming on from Reserve they must enter the table within 12" of the point entered by the Command Tank.

Neutron Thunderstrike: The intersecting beams of the Valdor's Neutron lasers can shred the heaviest armoured vehicles to pieces, vaporizing metal into a storm of radioactive flame.

Each turn, while the formation's Command Tank remains undestroyed, one enemy target which may be either a vehicle, vehicle squadron, super-heavy vehicle, super-heavy walker, monstrous creature or gargantuan creature within the Command Tank's LOS may be designated as a target of concentrated neutron fire known as a Thunderstrike.

Each Valdor in the formation can only fire its Neutron Laser at this designated target and no others. Other weapons may be targeted separately as normal.

Against Thunderstrike targets with an armour value, any penetrating hits from Neutron Lasers add +1 to the damage roll.

Against Thunderstrike targets with a Toughness characteristic, Neutron Laser hits from the formation may re-roll failed rolls to wound.

Additionally, any vehicle or super-heavy vehicle, etc, that suffers an explosion as a result of a Thunderstrike attack must roll an additional +D6 for its explosion radius.

Damnators Assault Force

POINTS: 25+ MODELS

Bound into an existence of madness and torture, Chaos Dreadnoughts are crazed war machines. Driven into a psychotic rage by their endless torment, they stride the battlefield seeking only to kill, their barely contained madness spilling over into a killing rage. The Damnators are Chaos Dreadnoughts bound together by cruel, dark rituals, so that each Dreadnought's torment is increased by its proximity to the other tortured souls, further driving their desire to kill.

FORMATION:

1 Infernal Engine (Chaos Dreadnought)

2+ Chaos Dreadnoughts (any variants)

One Dreadnought must be designated as the Command Dreadnought – the Infernal Engine.

SPECIAL RULES:

Strike Force: All units in the Damnator's assault force must be deployed within 12" of the Infernal Engine, or, if entering from reserve, they must enter the table within 12" of the point entered by the Infernal Engine.

Bound in Pain: Instead of rolling for each 'Crazed' Chaos Dreadnought separately, roll once on the Chaos Dreadnought table for the entire formation. All the Dreadnoughts are affected by the result rolled. You must add +1 to the roll for each Dreadnought over 3 in the formation (ie, 4 Dreadnoughts = +1, 5 Dreadnoughts = +2).

IMPERIAL ARMOUR

VOLUME SEVEN

THE SIEGE OF VRAKS – PART THREE

The Siege of Vraks concludes...

The fall of Vraks to the renegade army of Apostate-Cardinal Xaphan meant the loss of a vital Armoury world. To retake the planet would require hard fighting in a long war of attrition, but the Imperium calculated that they could grind down the defenders and retake the Fortress of Vraks in twelve years of siege warfare.

Eighteen years later and Vraks has not fallen. The Chaos forces have grown strong, reinforced by the Traitor legions of Khorne and Nurgle. They have fought the Imperium to a stalemate in a bitter war that seems to have no end.

But Vraks is a world about to explode into a terrible daemonic incursion. The Chaos gods have willed it, and so their daemon-servants and Daemon Engines are now pouring onto Vraks and threatening to overrun the beleaguered Krieg siege regiments. To avert disaster the daemon-fighting Ordo Malleus must step in, aided by loyal Space Marine Chapters and under the heroic leadership of Inquisitor Lord Hector Rex. They will fight alongside the Grey Knights, and together drive the daemons from Vraks and strive to re-capture the once impregnable Citadel of Vraks.

This book is heavily illustrated with over 55 colour and black & white pictures, 70 full colour vehicle profiles, 12 technical drawings, plus organisation charts and scenarios to add new depth to the Warhammer 40,000 universe.

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For Warhammer 40,000 enthusiasts this book provides an overview of the epic finale of the war on Vraks.

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